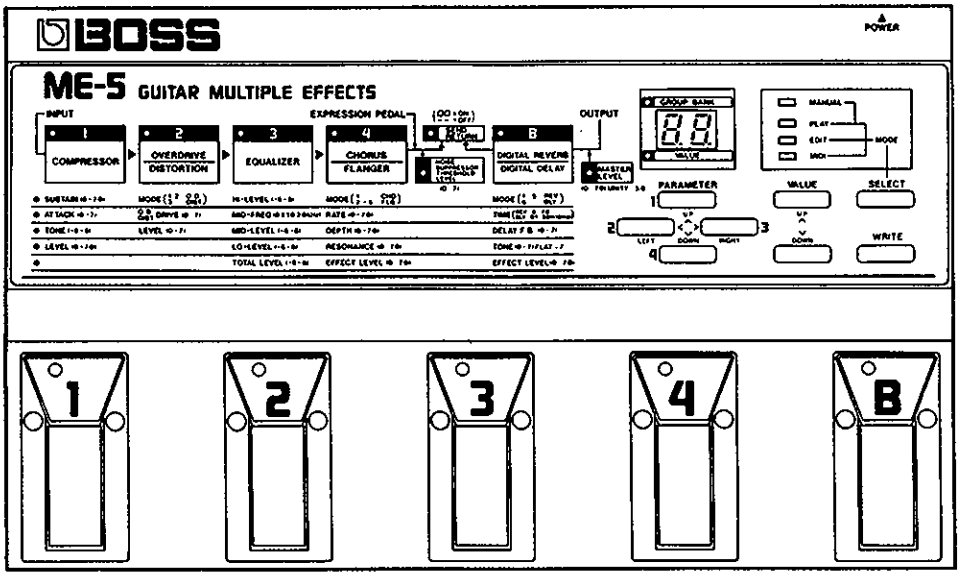
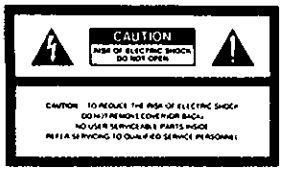
ME-5

GUITAR MULTIPLE EFFECTS

Owner's Manual



BOSS


CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN
CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK
DO NOT REMOVE COVER (OR BACK)
NO USER SERVICEABLE PARTS INSIDE
REFER SERVICING TO QUALIFIED SERVICE PERSONNEL

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS

WARNING When using electric products, basic precautions should always be followed, including the following;

1. Read all the instructions before using the product.
2. Do not use this product near water- for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product should be used only with a cart or stand that is recommended by the manufacture.
4. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss.
   Do not operate for a long period of time at a high volume level or at level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
5. The product should be located so that its location or position does not interfere with its proper ventilation.
6. The product should be located away from heat sources such as radiators, heat registers or other products that produce heat.
7. The product should avoid using in where it may be effected by dust.
8. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
9. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
10. Do not tread on the power-supply cord.
11. Do not pull the cord but hold the plug when unplugging.
12. When setting up with any other instruments, the procedure should be followed in accordance with instruction manual.
13. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
14. The product should be serviced by qualified service personnel when:
    - A: The power-supply cord or the plug has been damaged; or
    - B: Objects have fallen, or liquid has been spilled into the product; or
    - C: The product has been exposed to rain; or
    - D: The product does not appear to operate normally or exhibits a marked change in performance: or
    - E: The product has been dropped, or the enclosure damaged.
15. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

SAVE THESE INSTRUCTIONS

ADVARSEL!

Lithiumbatteri. Eksplosionsfare.
Udskiftning må kun foretages af en sagkyndig, og som beskrevet i servicemanual.

VARNING!

Lithiumbatteri. Explosionsrisk.
Får endast bytas av behörig servicetekniker.
Se instruktioner i servicemanualen.

ADVARSEL!

Lithiumbatteri. Fare for eksplotion.
Må bare skiftes av kvalifisert tekniker som beskrevet i servicemanualen.

VAROITUS!

Lithiumparisto. Räjähdysvaara.
Pariston saa vaihtaa ainoastaan alan ammottimies.

WARNING

THIS APPARATUS MUST BE EARTH GROUNDED.

The three conductors of the mains lead attached to this apparatus are identified with color as shown in the table below, together with the matching terminal on the UK type power plug. When connecting the mains lead to a plug, be sure to connect each conductor to the correct terminal, as indicated.
"This instruction applies to the product for United Kingdom."

MAINS LEADS		PLUG
Conductor	Color	Mark on the matching terminal
Live	Brown	Red or letter L
Neutral	Blue	Black or letter N
Grounding	Green-Yellow	Green, Green-Yellow, letter E or symbol

For Canada

CLASS B NOTICE

This digital apparatus does not exceed the Class B limits for radio noise emissions set out in the Radio Interference Regulations of the Canadian Department of Communications.

CLASS B AVIS

Cet appareil numérique ne dépasse pas les limites de la classe B au niveau des émissions de bruits radioélectriques fixés dans le Règlement des signaux parasites par le ministère canadien des Communications.

Bescheinigung des Herstellers /Importeurs

Hiermit wird bescheinigt, daß der/die/das
BOSS GUITAR MULTIPLE EFFECTS ME-5
(Gerat, Typ Bezeichnung)

in Übereinstimmung mit den Bestimmungen der
Amtsbl. Vfg 1046 / 1984
(Amtsblattverfugung)

funk-entstort ist.

Der Deutschen Bundespost wurde das Inverkehrbringen dieses Gerates angezeigt und die Berechtigung zur Uberprüfung der Serie auf Einhaltung der Bestimmungen eingeraumt.

Roland Corporation Osaka / Japan
Name des Herstellers/Importeurs

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.

Please read the separate volume "MIDI", before reading this owner's manual.

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FEATURES

★The ME−5 is a versatile effect device that includes five different effects. It can store ON/OFF of each built−in effect and up to 64 different effect programs (=Patches).

★During live performance, you can call any of the 64 programs or turn each effect ON or OFF in the Manual mode by pressing pedal switches.

★The ME−5's memory capacity allows you to write ON/OFF (Effect/Bypass) of an external effect device connected to the Send and Return Jacks.

★A Noise Suppressor is built in to reduce the noise that may result when using powerful distortion sounds.

★Having MIDI Connectors, the ME−5 can control an external MIDI device, or be controlled by one. Also, the effect programs of the ME−5 can be recorded in a MIDI sequencer.

★Using the specific Expression Pedal, the output level can be controlled.

★With a tuning unit connected to the Tuner Output, tuning can be achieved even during live performance.

★Headphones can be directly connected to the Headphone Jack on the ME−5.

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IMPORTANT NOTES

- The appropriate power supply for this unit is shown on its name plate. Make sure that the line voltage in your country meets the requirement.

- Do not use the same socket being used for any noise generating unit (motor or variable lighting system) or large power consuming device.

- This unit may not work properly if you connect the power cable to a socket without switching the unit off, or if you turn on the unit immediately after turning it off. If this happens, turn the unit off once, then turn it on again after a few seconds.

- Before setting up this unit with other devices, turn this unit and all the other units off.

- When disconnecting the power cable from the socket, hold the plug securely to avoid damaging the cord.

- When connecting or disconnecting the power plug or switching on or off the unit, turn the volume of the amplifier to zero, to avoid damaging the speakers.

- If the unit is not to be used for a long period of time, disconnect the cord from the socket.

- It is normal for this device to become warm in operation.

- Avoid using this device in extreme heat, humidity or where it may be affected by dust or vibration.
  Operating this unit near a neon, fluorescent lamp, TV or CRT Display may cause noise interference or malfunction. If so, change the angle or the position of the unit.

- Operating this unit near a TV or radio may cause picture trouble or noise. If this happens, move the unit away from the TV or radio.

- Use mild detergent and a soft cloth for cleaning. DO NOT USE SOLVENTS SUCH AS THINNER OR ALCOHOL.

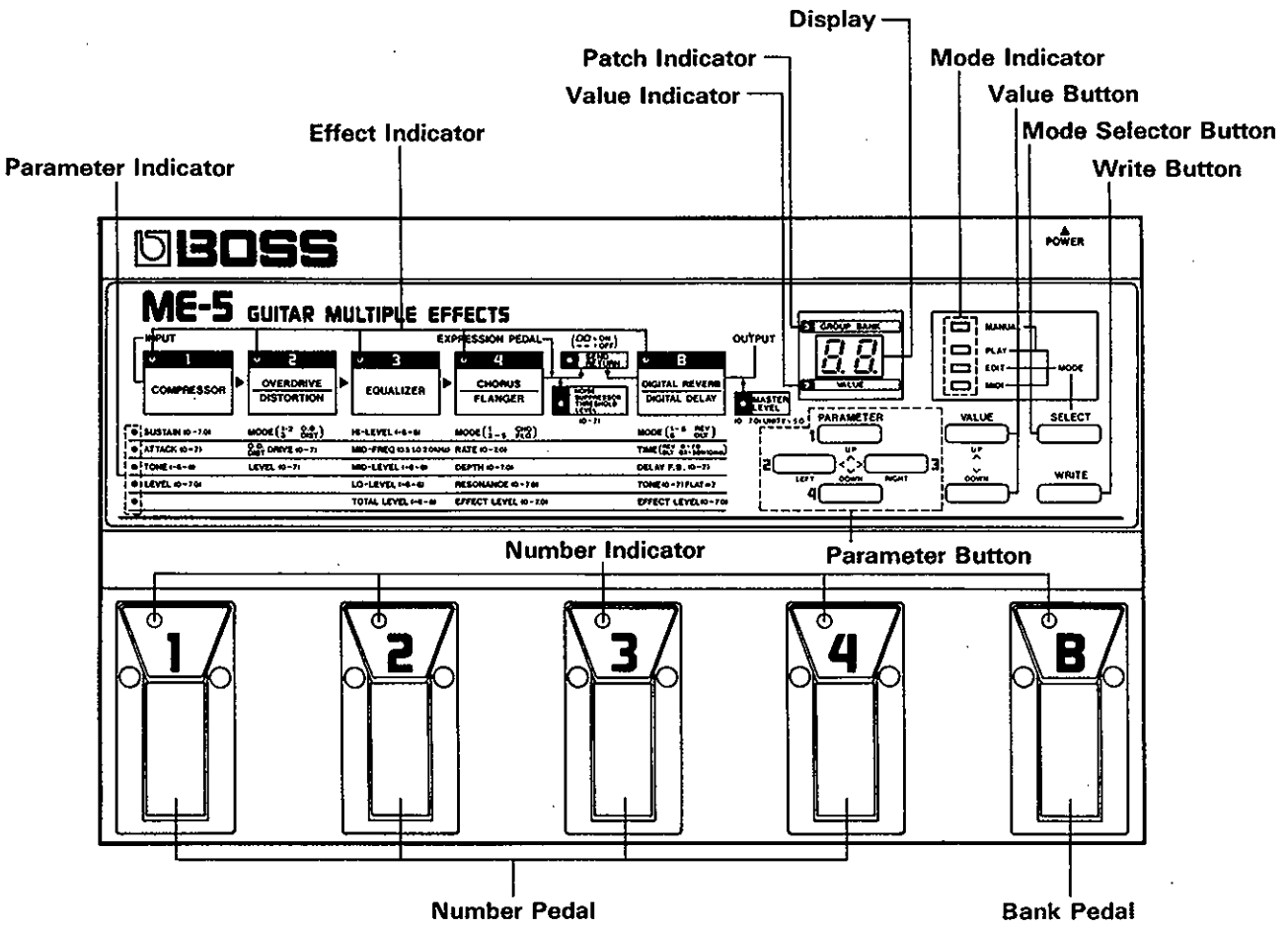
- This device features a memory back-up system that retains the data even when switched off. The battery that supports the back-up circuit should be replaced every three years. Call Roland for battery replacement.(The first replacement may be required before three years, depending on how much time had passed before you purchased the device.)

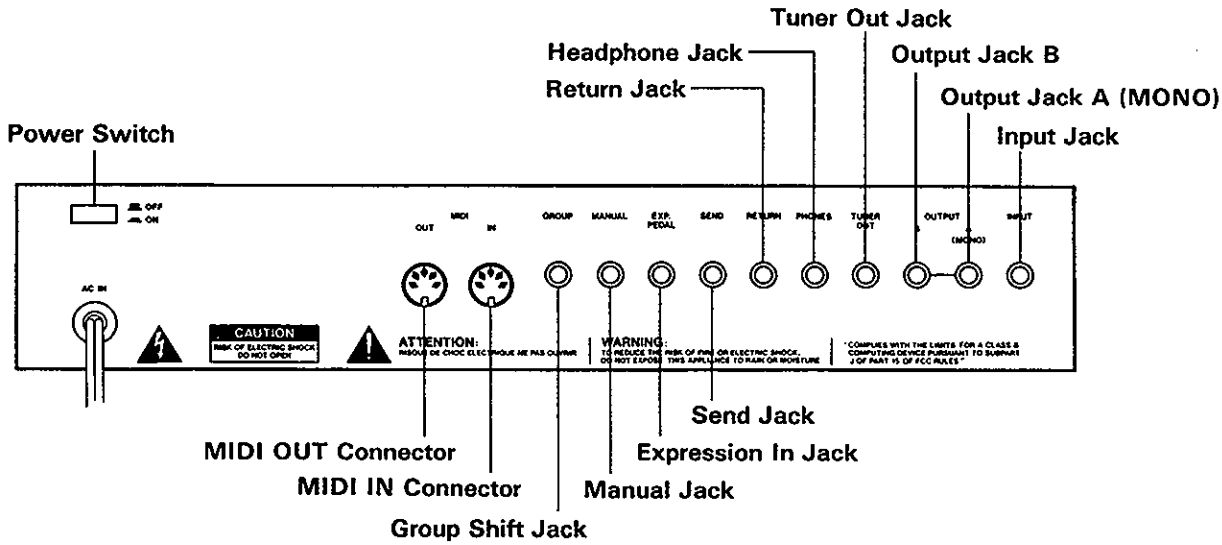
- To avoid accidental erasure or loss of data, record it in an external MIDI device (e.g. MC-500) or make a memo of the effect programs. If data happens to be erased while the device is being repaired, there is no way of restoring it.

- For several seconds after the unit is turned on, a muting circuit functions, and therefore, no effect sound is heard.

- Do not attempt to disassemble this unit unless you are an authorized Roland Service Technician.

■ PANEL DESCRIPTION





■OUTLINE OF THE ME−5

The BOSS Guitar Multiple Effects ME−5 is a versatile effect device which includes five effect units. The ME−5 can remember whether each of the five effects is ON or OFF and how each effect is programmed.

The ME−5's memory capacity can retain up to 64 effect programs (=Patches) which can be recalled at any time. 64 Patches are already preprogrammed in the ME−5 by the manufacturer.

Memory Locations of the 64 Effect Programs :

The 64 effect programs reside separately in 64 locations. Each location is represented by a Group number (1 to 4), a Bank (1 to 4) and a Number (1 to 4). For instance a location of Group 2, Bank 3 and Number 1 is represented as 2−3−1. In this manual we call the effect program, or the location where an effect program is stored, a PATCH.

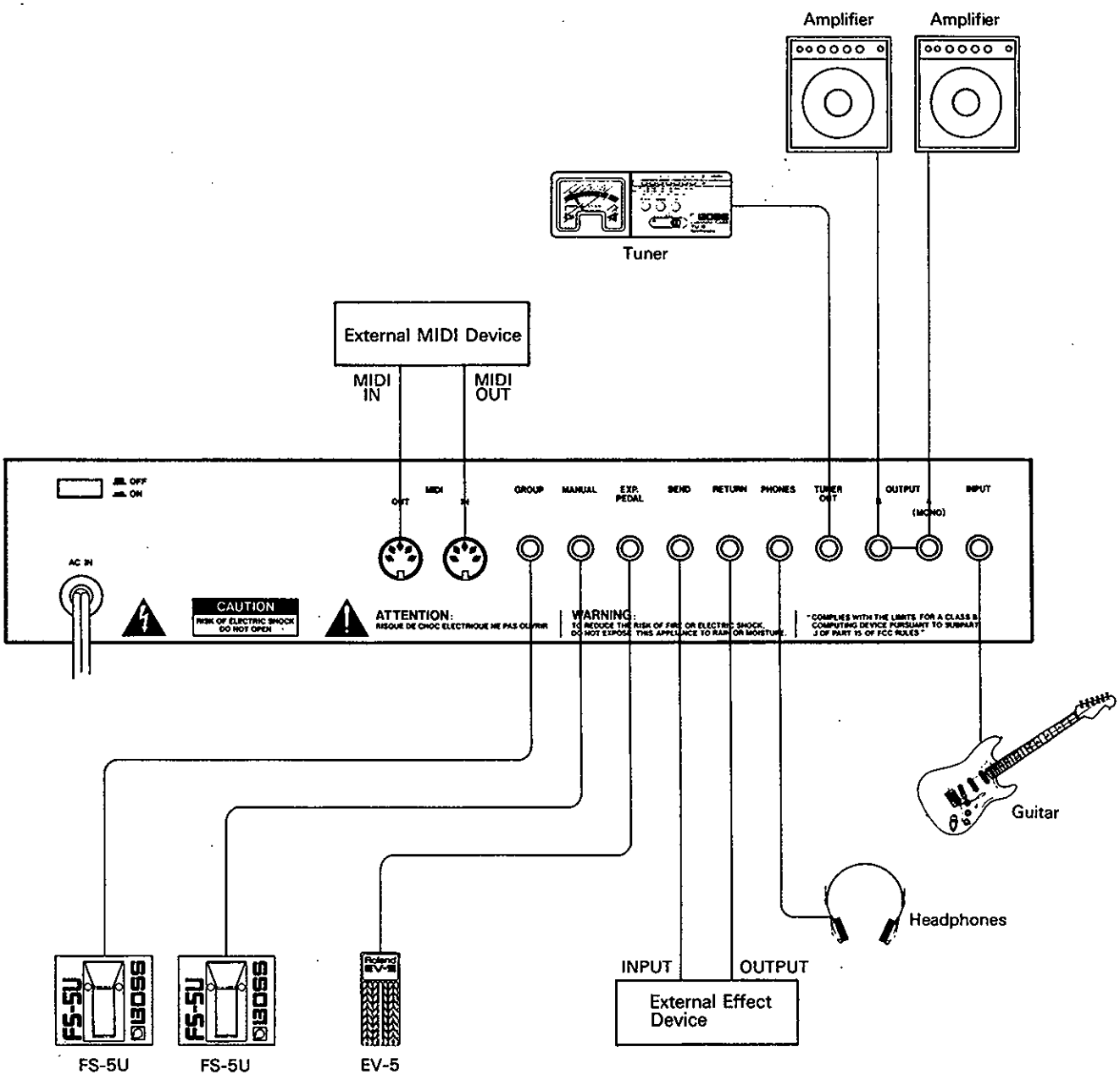
To make a desired effect sound :

First, select an existing effect program you do not mind erasing. Then turn on the effects you wish to use and set the parameters which compose each effect, making the desired effect sound.

To write the effect program into memory :

The effect program you have made is not automatically written into memory ; it will be erased if the unit is turned off or a different Mode is selected, unless an appropriate writing procedure is taken. Once it is written into memory, it can be recalled later at any time.

■ CONNECTIONS



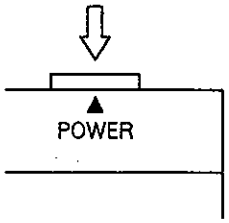
*For monaural connection, use Output Jack A.

*Using headphones does not affect the output guitar sound from the Output Jacks.

*When connecting an external pedal (BOSS FS−5U or Roland DP−2) to the Manual Jack or the Group Shift Jack, be sure the unit is turned off. Otherwise the Mode or Groups may be automatically changed.

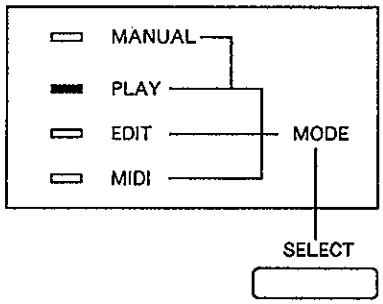
[1] OPERATION

Make sure that the ME−5 is correctly and securely connected to the external devices, such as an amplifier and mixer. Then switch it on, and it will be ready to work in a few seconds.



1. MODE SELECTION

The ME−5 has four modes which can be changed like PLAY→EDIT →MIDI→PLAY→..... by pressing the Mode Selector Button. (How to turn to the Manual Mode is shown in page 22.) The Mode Indicator of the selected mode is lit.



MANUAL (Manual Mode)

In the Manual Mode, each effect can be turned on or off by using the relevant Number Pedals and Bank Pedal. In other words, the ME−5 works just like an effector. (See pages 22 and 23.)

PLAY (Play Mode)

In the Play Mode, a Patch can be called by using the pedals.
This mode may be used for normal performance. (See pages 9 to 11.)

EDIT (Edit Mode)

In the Edit Mode, the parameters of each built−in effect can be edited. (See pages 12 to 17.)

MIDI (MIDI Mode)

The MIDI Mode allows you to set MIDI functions or transfer data. (See pages 42 to 49.)

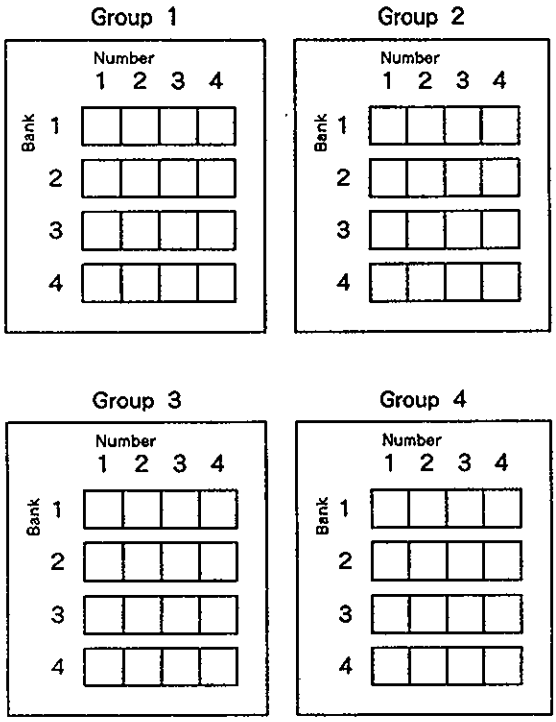
***How the buttons and pedals work differs depending on the mode in use.**

***At power−up, the ME−5 defaults to the Play Mode.**

2. PATCH SELECTION <PLAY>

The ME-5 can store up to 64 different Patches. Each patch includes which of the built-in effect units are turned on and how the effects are set.

A Patch is represented by a combination of Group (1 to 4), Bank (1 to 4) and Number (1 to 4) and can be called easily during live performance.

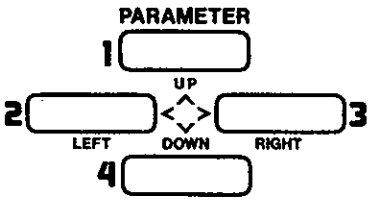


***At power-up, Group 1, Bank 1 and Number 1 (1-1-1) is automatically selected.**

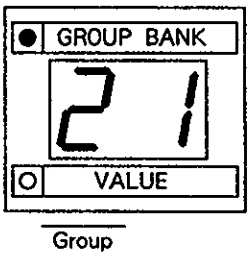
***Effect/Normal (ON/OFF) of each effect of the selected Patch can be seen with the Effect Indicators on the panel.**

1) Group Selection

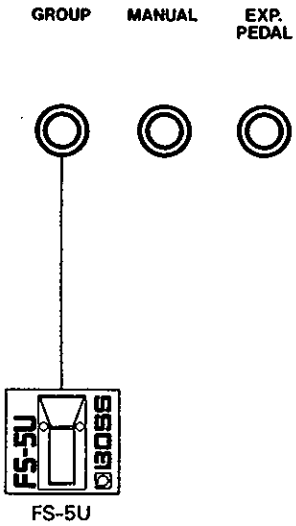
Push the Parameter Button (1 to 4) to select the Group you want.



The number of the selected Group is shown at the left of the Display.



You can also select a Group by using the optional pedal switch BOSS FS−5U or Roland DP−2. Connect a pedal switch to the Group Shift Jack on the ME−5, and pressing the pedal will change the Group numbers as 1→ 2→ 3→ 4→ 1→ .....

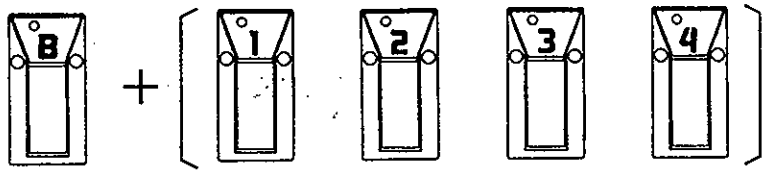


FS-5U

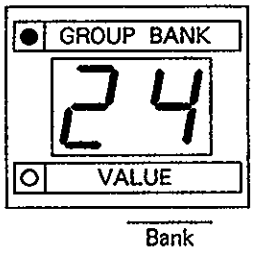
*When using the FS−5U as a pedal switch, see page 24.

2) Bank Selection

To select a Bank, first, push the Bank Pedal (the number at the right side of the Display flashes), then press the relevant Number Pedal (1 to 4).



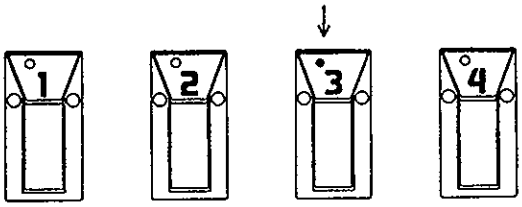
The number of the selected Bank will be shown at the right side of the Display.



***To cancel Bank selection mode, push the Bank Pedal while the number at the right side of the Display is flashing.**

3) Number Selection

To select a Number, simply push the corresponding Number Pedal (1 to 4).
The selected number can be seen with the Number Indicator.



3. PATCH EDITING

<PLAY ⇨ EDIT>

Unlike past effect units, the ME−5 does not have tangible knobs or switches for changing the effect settings. Instead, it allows you to call each parameter of the effect and set the value with the aid of the Display.

a. Selecting Effects and Editing the Parameters

1) Selecting a Patch

Set the ME−5 to the Play Mode and call the Patch to be edited.

***At this stage, you may select any Patch as a source Patch. However, it may be a good idea to select a Patch which is similar to the one you want, for quicker editing.**

After selecting a Patch, push the Mode Selector Button once to turn to the Edit Mode.

2) Selecting Effects

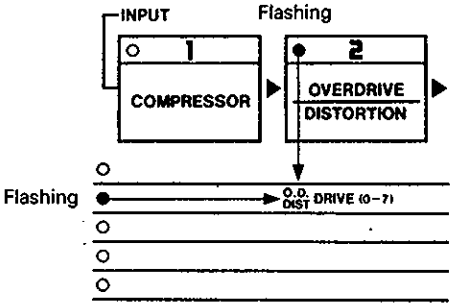
There are five different effect units built in the ME−5. Each effect unit has a number (1/2/3/4/B). By pressing the corresponding Number Pedal or Bank Pedal, select the effects to be used. Each time you press the pedal, the corresponding effect is alternately turned on and off. (See the picture shown on page 14.)

Number Pedal 1 → 1 : Compressor
Number Pedal 2 → 2 : Overdrive/Distortion
Number Pedal 3 → 3 : Equalizer
Number Pedal 4 → 4 : Chorus/Flanger
Bank Pedal → B : Digital Reverb/Digital Delay

***It is possible to turn all the five effects on at the same time, but the Compressor, Overdrive and Distortion may cause noise or oscillation because they have high levels of gains.**

3) Setting Parameters

Using the Parameter Buttons, make the relevant Effect Indicator or Parameter Indicator flash. The intersection of the two flashing indicators represents the parameter which can be edited. The value of the parameter is shown in the Display.

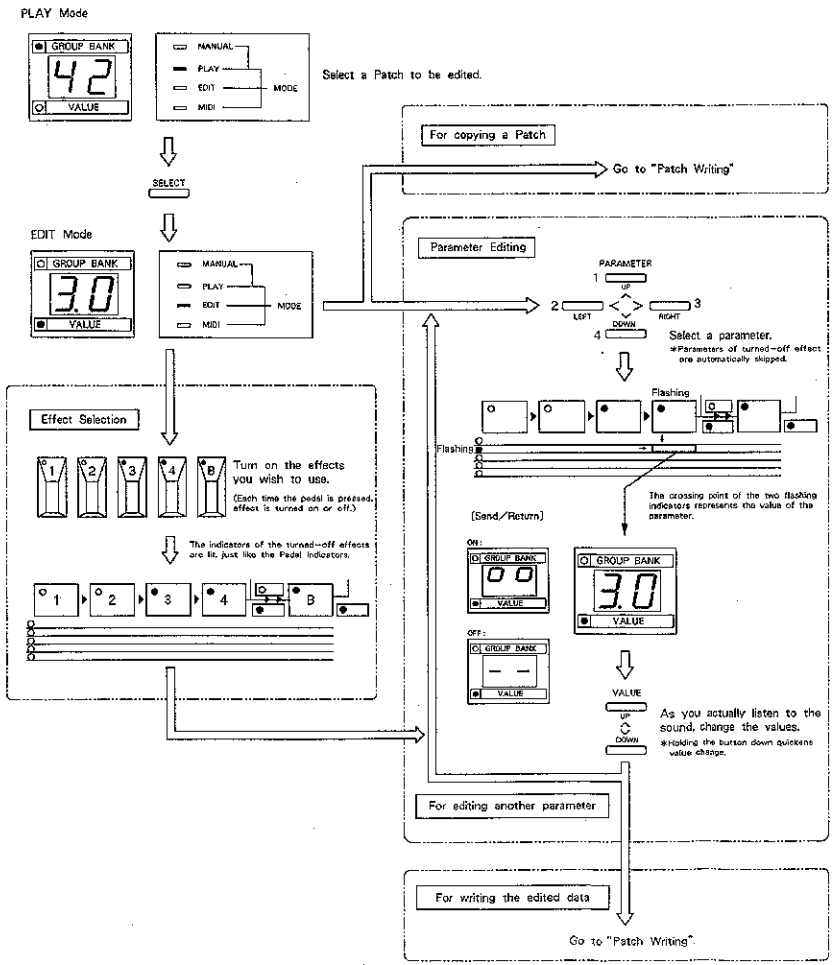


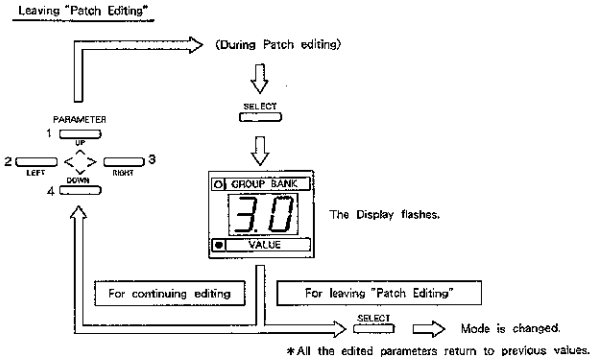
Using the Value Button, set the parameter to the desired value. (See page 14.)

***It is possible to call parameters included in the effect which have been turned on in the previous section 2). To use a patch in the Manual Mode, it is necessary to edit all the parameters beforehand.**
(See page 23.)

***For details of parameters, see pages 25 to 41.**

Basic Operation Table (Patch Editing)





Parameter Table

Effect	Parameter		Page
1. COMPRESSOR	SUSTAIN	Sustain	25
	ATTACK	Attack	26
	TONE	Tone	26
	LEVEL	Level	27
2. OVERDRIVE /DISTORTION	MODE	Mode	28
	DRIVE	Drive	29
	LEVEL	Level	29
3. EQUALIZER	HI-LEVEL	High-Level	30
	MID-FREQ	Middle Frequency	30
	MID-LEVEL	Middle Level	31
	LO-LEVEL	Low Level	31
	TOTAL LEVEL	Total Level	32
4. CHORUS/FLANGER	MODE	Mode	33
	RATE	Rate	34
	DEPTH	Depth	34
	RESONANCE	Resonance	35
	EFFECT LEVEL	Effect Level	35
NOISE SUPPRESSOR	THRESHOLD LEVEL	Threshold Level	39
	SEND/RETURN	Send/Return (ON/OFF)	40
5. DIGITAL REVERB /DIGITAL DELAY	MODE	Mode	36
	TIME	Time	37
	DELAY F. B.	Delay Feedback	37
	TONE	Tone	38
	EFFECT LEVEL	Effect Level	38
	MASTER LEVEL	Master Level	41

b. Writing into Memory

The edited Patch does not automatically rewrite the previous Patch, and therefore will be erased when the unit is turned off or a different Mode is selected. To retain the edited data, write it into memory as follows.

Push the Write Button, then select the Patch to be written, then push the Write Button again. (See the picture shown on page 17.)

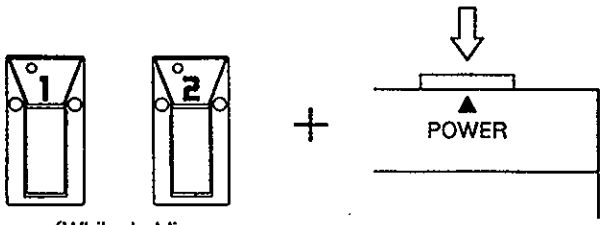
To copy a Patch (source) to a different location (destination Patch), first select a source Patch in the Play mode, turn to the Edit mode and take a usual writing procedure (=select a destination Patch) without editing the source Patch.

Writing a new Patch inevitably erases the old Patch.

[How to restore the Factory Preset Patches]

The Factory Preset Patches (Patches preprogrammed by the manufacturer) can be restored even when erased.

①Turn the ME−5 off, then turn it on while pressing the Number Pedals 1 and 2 down.



(While holding both down)

(Switch On)

After this operation, "FP" is shown in the Display for about 2 seconds.

②The Factory Preset Patches can be restored by pushing the Write Button while the Display is showing "FP".

***If you fail to push the Write Button while the Display is showing "FP", the Display returns to normal.**

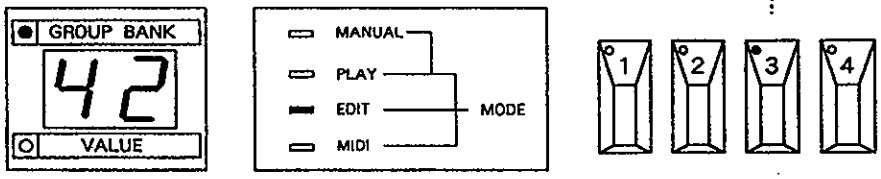
***It is not possible to restore only one Patch of the Factory Presets.**

Patch Writing

Patch Editing is completed.

WRITE

The Patch currently selected is shown.
(e.g.) Group 4/Bank 2/Number 3



For copying a source Patch (Select a destination Patch)

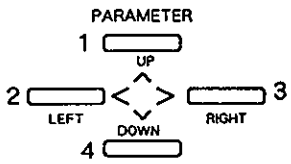
For writing into a different Patch

For writing into the same Patch

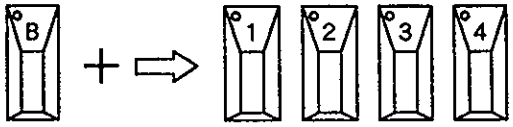
Group Selection

Bank Selection

Number Selection

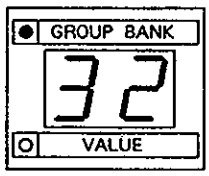


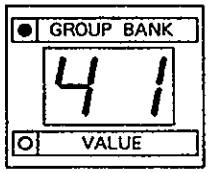
*It is also possible to assign a Patch using an external pedal (connected to the Group Shift Jack)

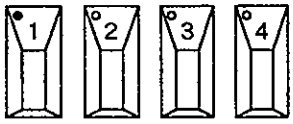


When a Bank is selected

When a Number is selected





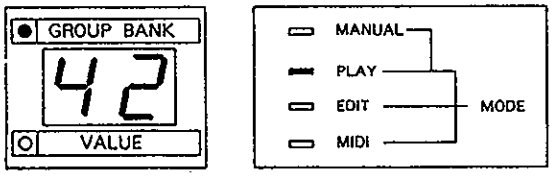


When a Source Patch is selected

WRITE

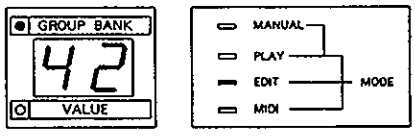
Writing

PLAY Mode



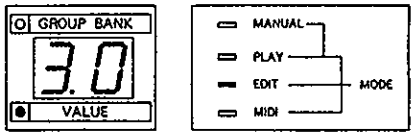
*When a source Patch is written into a different Patch number, that Patch number is selected.

Leaving "Patch Writing"



After the Write Button is pressed.

SELECT



Returned to the EDIT Mode.

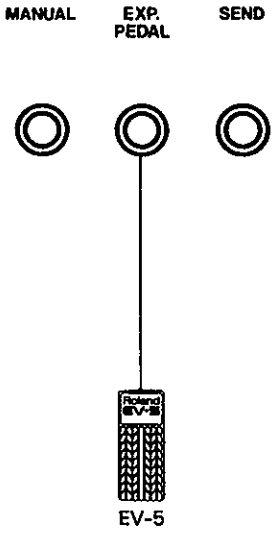
*If you cancel "Patch Writing" mode after selecting a destination Patch, then take writing Procedure (push the Write Button) again, the Display will show the selected Patch number first.

4. OTHER USEFUL FUNCTIONS

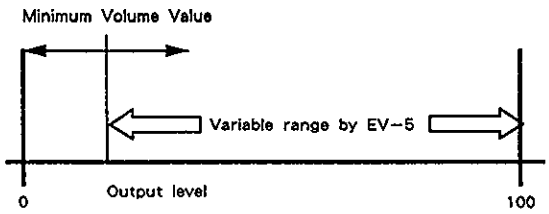
a. Expression Pedal

Connecting the optional Expression Pedal (Roland EV-5) to the Expression In Jack, the output level can be controlled.

***Level adjustment is done before Reverb/Delay. This makes it possible to adjust level without affecting the Reverb/Delay sound.**



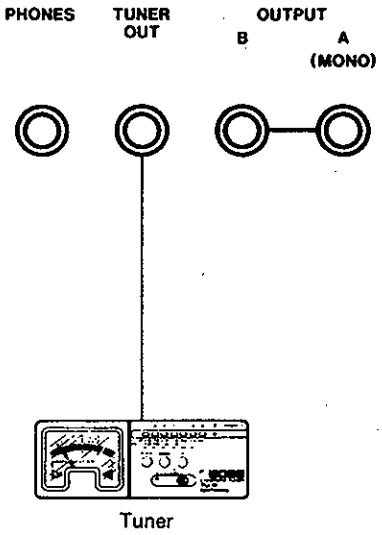
When you fully depress the Expression Pedal, the output level is equal to the normal level (output level when the Expression Pedal is not connected), while it is equal to the minimum volume set on the Expression Pedal when the pedal is lifted to the highest position.



* "100" is the output level when the Expression Pedal is not connected.

b. Tuning

Through the Tuner Out Jack, a guitar signal for tuning is constantly sent, so that you will be able to tune your guitar at any time.



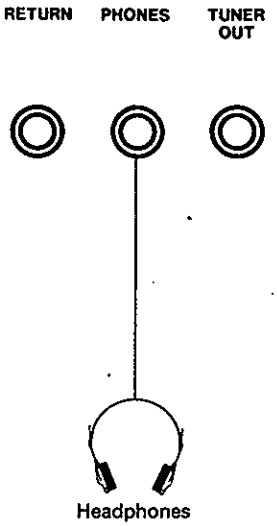
Tuner

***The Tuner Out Jack is strictly for connecting a tuning unit ; do not connect any other device such as an amplifier.**

***With the Patches setting the Master Level (see page 41) "0" position, you can tune your guitar without sending a signal from the Output Jacks.**

c. Headphones

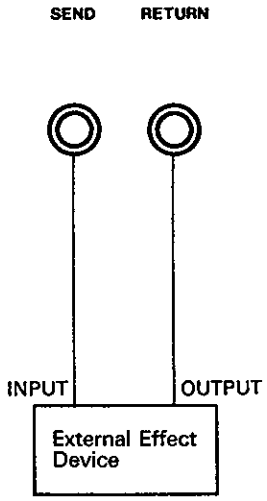
Connect headphones to the Headphone Jack, and you can directly hear the output sounds.



The volume of the headphones is determined by the Master Level (see page 41). If the output level from the headphones is too high or low, edit the value of the Master Level parameter.

d. ON/OFF of an External Device

Using the Send Jack and Return Jack, an external device such as an effect unit can be connected between the Chorus/Flanger and the Digital Reverb/Delay. The Effect/Normal (ON/OFF) of the connected effect can be individually set for each Patch just like the built-in effects. (See page 40.)

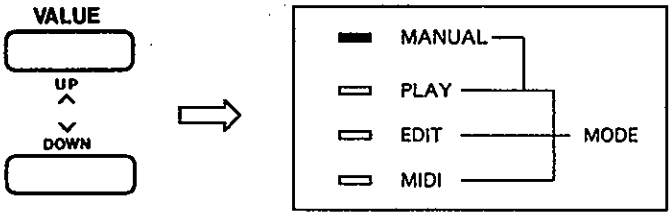


***Set an extarnal effect unit to Effect On.**

e. Manual Mode <MANUAL>

In the Manual Mode, each effect can be turned on or off via the pedals, no matter how they are set in the internal memory.

Turn the ME−5 to the Play Mode and press the Value Buttons, UP and DOWN, at the same time. This turns the unit to the Manual Mode. The effects can be turned on or off with the corresponding pedals. (See page 12.)



(Press both buttons simultaneously)

＊In the Manual Mode only the ON／OFF of each effect can be controlled.

＊Turning to the Manual Mode will set the ON／OFF condition of the effect as written in the Patch.

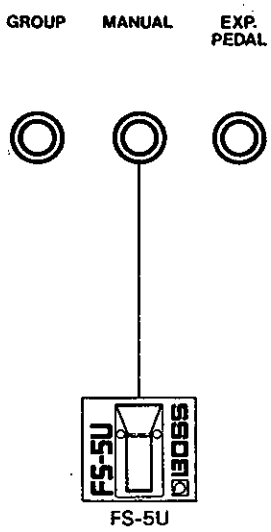
＊The Number Indicator indicates the Number of the selected Patch in the Play Mode, while it indicates the ON／OFF condition of the corresponding effect.

＊In the Manual Mode, changing the ON／OFF setting of an effect does not affect the Effect Indicator. This fact allows you to know the original setting (=Effect ON／OFF set in the Play mode) even after changing.

Pressing either of the Value Buttons will return to the Play Mode.

＊When the ME−5 is returned to the Play Mode, the ON／OFF condition of the effects return, as written in the Patch.

It is also possible to change to the Manual Mode by using the optional pedal switch FS−5U or DP−2. Connect a pedal switch to the Manual Jack, and pressing the pedal alternately selects Manual and Play Modes.



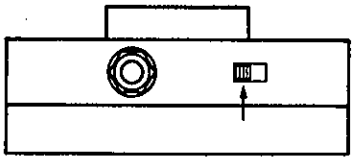
FS-5U

[Patch Programming for the Manual Mode]

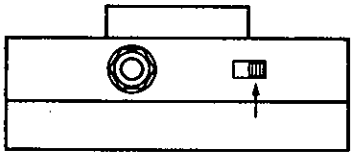
Even when the ME−5 is turned from the Play Mode to the Manual Mode, the parameters of each effect remain as programmed in the Patch used in the Play Mode. A Patch also contains the parameters of the effects which are turned off, therefore, they will be automatically called whether you want or not. This fact makes it necessary that you program all the parameters of the Patch which is predicted to be used in the Manual Mode. First, program all parameters as shown on page 14 "Patch Editing", then finally select Effect On/Off of the effects to be written in a Patch.

NOTES ON THE FS-5U

Depending on the position of the Polarity Switch of the FS-5U, the ME-5 turns to the Manual Mode and the Groups are switched (see page 10) in different ways as follows :



➡ The moment the pedal is pressed.

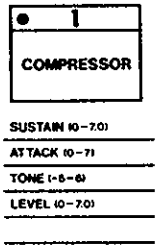


➡ The moment the pedal is released.

2 FUNCTION OF EACH PARAMETER

Each effect of the ME−5 consists of various parameters.

⟨1⟩ COMPRESSOR

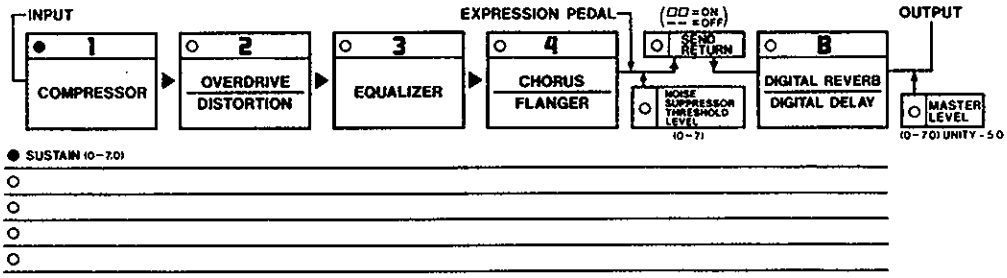


This effect compresses large input, and boosts low input, creating long sustain sounds without distorting the original sounds.

● SUSTAIN

=0 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 7.0

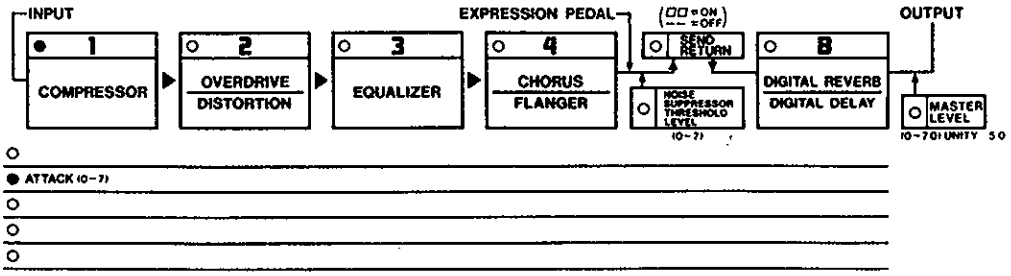
This sets the sustain time. Higher values result in longer sustain. At very low values, the Compressor will work just like a limiter by only cutting large input.



● ATTACK

=0 1 2 3 4 5 6 7

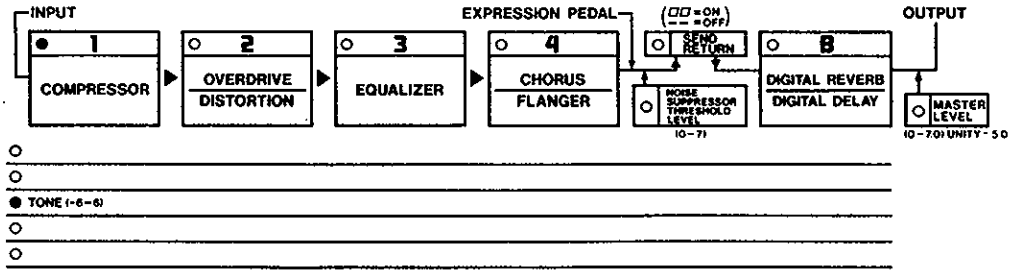
This sets the intensity of picking attack. Higher values create sharper sounds, with attack in each note even while using a rapid playing manner.



● TONE

=−6 −5 −4 −3 −2 −1 0 1 2 3 4 5 6

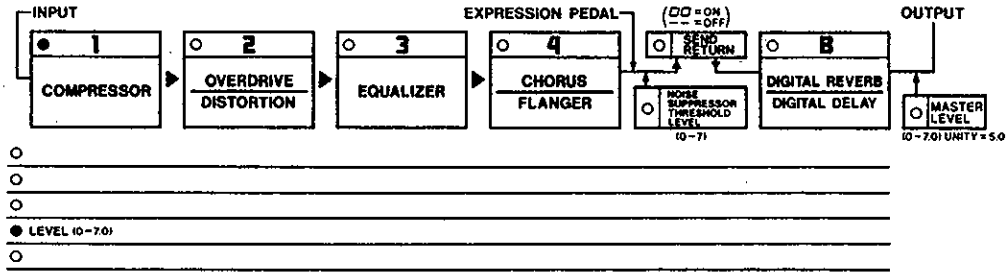
This determines the tone.
[+] : Higher frequencies are boosted.
[−] : Higher frequencies are cut.
[0] : Flat characteristic is obtained.



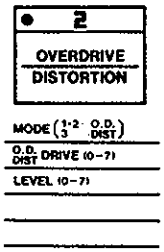
● LEVEL

=0 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 7.0

This sets the volume of the effect, and therefore may be effectively used for adjusting the volume difference between the effect and normal sounds. Higher values result in higher levels.



⟨2⟩ OVERDRIVE DISTORTION



Overdrive
This has a strong effect, similar to distortion, and yet can faithfully express each subtle nuance of the players picking strength.

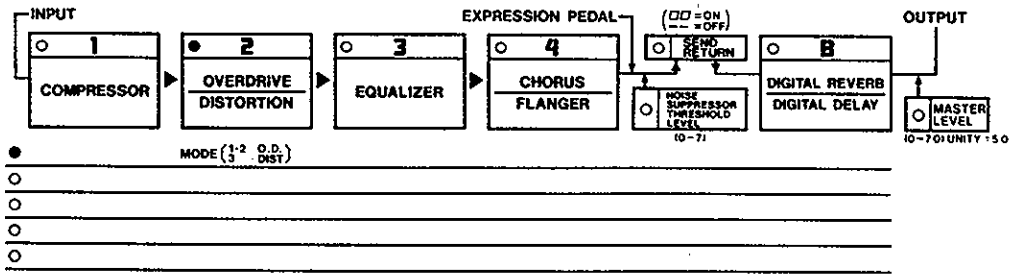
Distortion
This can create all sorts of distortion sounds ; from soft to hard.

● MODE

=1 2 3

This selects the Overdrive/Distortion Mode.

1 : Normal quality Overdrive sounds.
2 : Overdrive sounds as powerful as distortion.
3 : Distortion sounds.

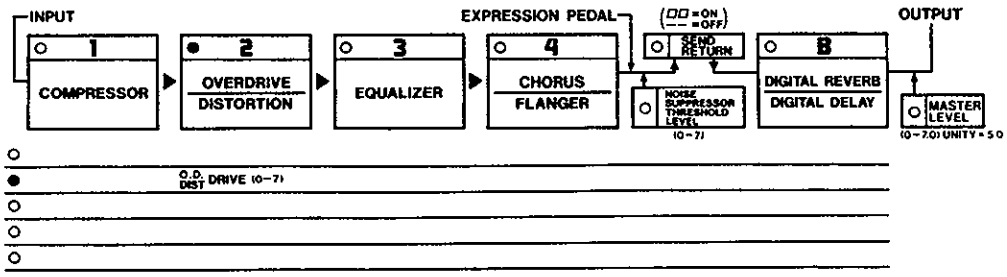


● DRIVE

=0 1 2 3 4 5 6 7

(When MODE 1 or 2 is selected :)
This parameter sets the depth of the overdrive effect. Higher values create stronger effects.

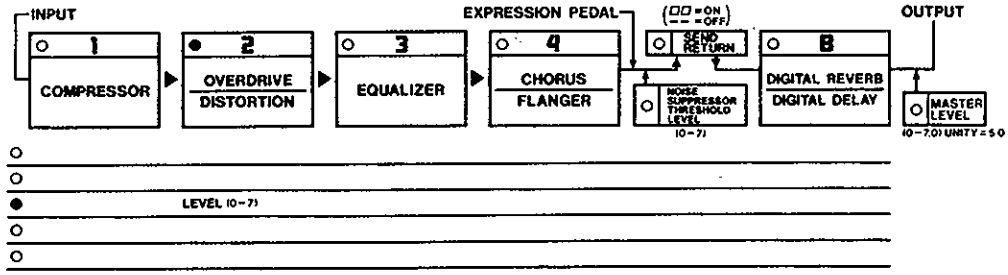
(When MODE 3 is selected :)
The same parameter sets the depth of distortion, and the sustain at the same time. Higher values create stronger distortion and longer sustain times.



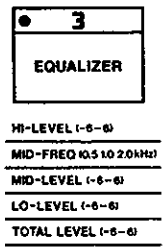
● LEVEL

=0 1 2 3 4 5 6 7

This sets the volume of the effect, and therefore may be effectively used for adjusting the volume difference between the effect and normal sounds. Higher values result in higher levels.



⟨3⟩ EQUALIZER

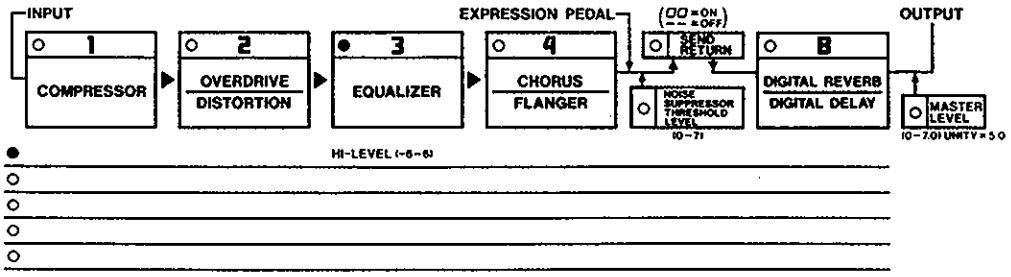


This is a three band equalizer. The middle band adopts a parametric equalizer, allowing you to more accurately adjust the tone of the sound.

● HI-LEVEL

=−6 −5 −4 −3 −2 −1 0 1 2 3 4 5 6

This determines the treble volume.
[+] : The treble is boosted.
[−] : The treble is cut.

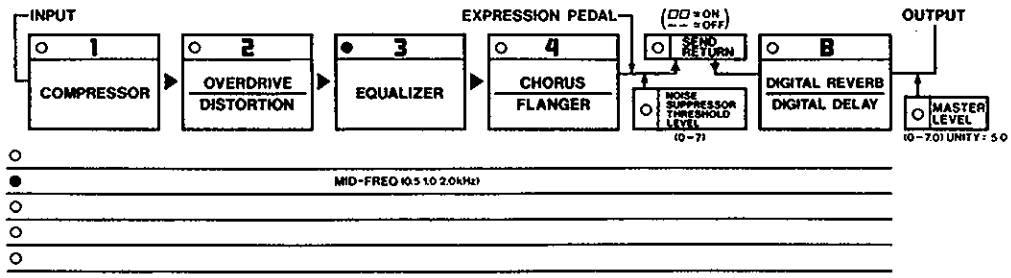


● MID-FREQ

=0.5 1.0 2.0

This allows you to select a middle range band to be boosted or cut. Higher values select higher bands.

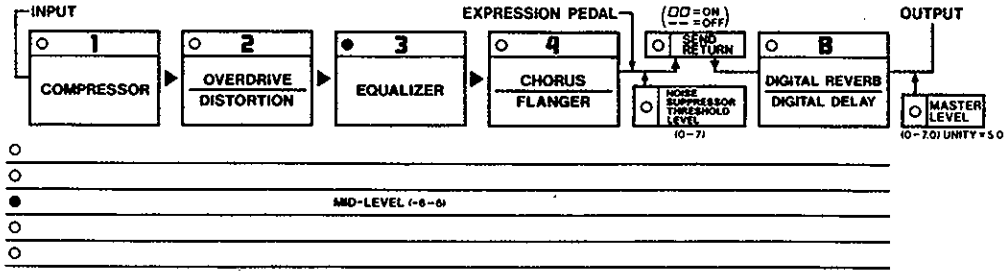
***The number shown in the Display represents the actual center frequency (kHz).**



● MID−LEVEL

=−6 −5 −4 −3 −2 −1 0 1 2 3 4 5 6

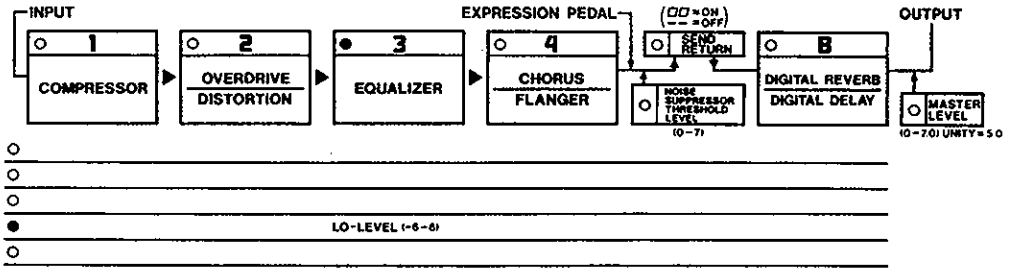
This adjusts the middle sound.
[+] : The volume of the band selected with MID−FREQ is boosted.
[−] : The volume of the band selected with MID−FREQ is cut.



● LO−LEVEL

=−6 −5 −4 −3 −2 −1 0 1 2 3 4 5 6

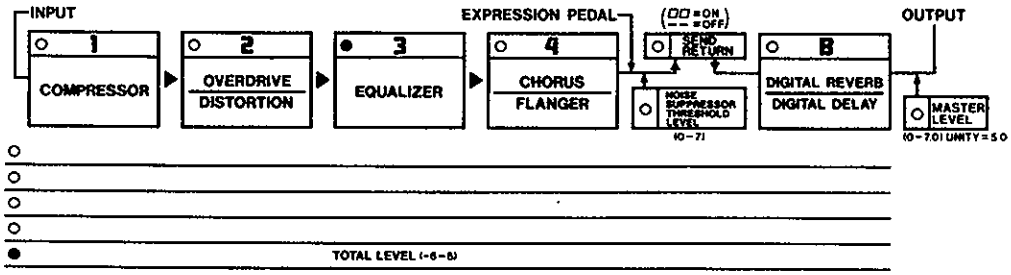
This controls the bass sound.
[+] : The volume bass is boosted.
[−] : The volume bass is cut.



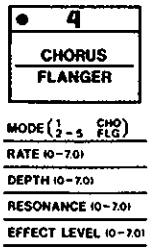
● TOTAL LEVEL

=−6 −5 −4 −3 −2 −1 0 1 2 3 4 5 6

This sets the volume of the effect, and therefore may be effectively used for adjusting the volume difference between the effect and normal sounds. Higher values result in higher levels.
[+] : The total volume of the equalizer is boosted.
[−] : The total volume of the equalizer is cut.



⟨4⟩ CHORUS FLANGER



Chorus
A spacious chorus sound is created.

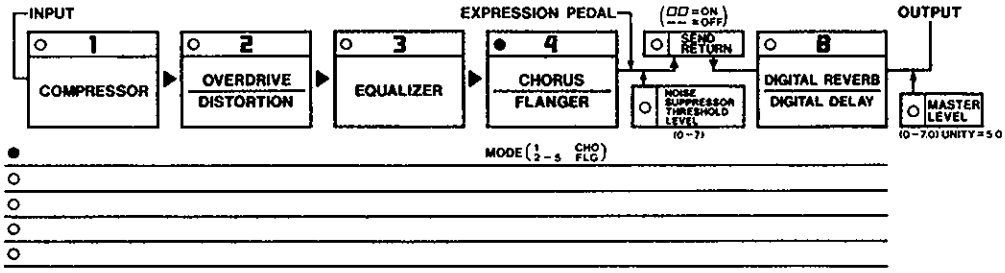
Flanger
This can create a wide variety of flanging effects.

● MODE

=1 2 3 4 5

This selects a Chorus/Flanger Mode.

1 : Chorus effects can be obtained.
2 to 5 : Flanging effects can be obtained. Higher values mean higher frequency bands take on flanging effects.

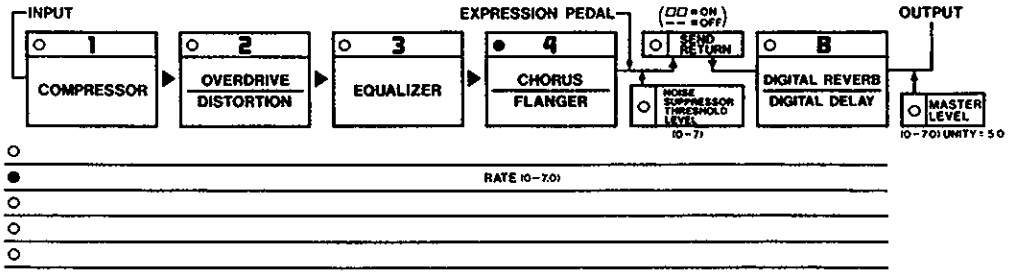


●RATE

=0 0.1 0.2 0.3 .....6.8 6.9 7.0 (71 steps)

(When MODE 1 is selected :)
This parameter sets the speed of the chorus effect. Higher values quicken the rate.

(When MODE 2 to 5 are selected :)
The same parameter sets the speed of sweeping for flanging effects. Higher values quicken the speed.

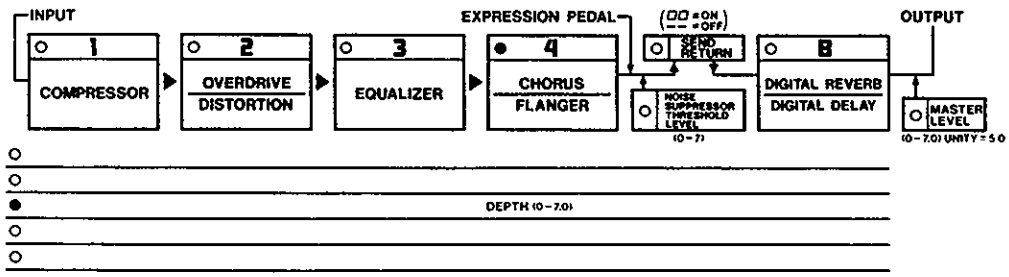


●DEPTH

=0 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 7.0

(When MODE 1 is selected :)
This parameter determines the depth of the chorus effect. Higher values deepen the effect.

(When MODE 2 to 5 are selected :)
The same parameter determines the width of sweep. Higher values widen the sweep.

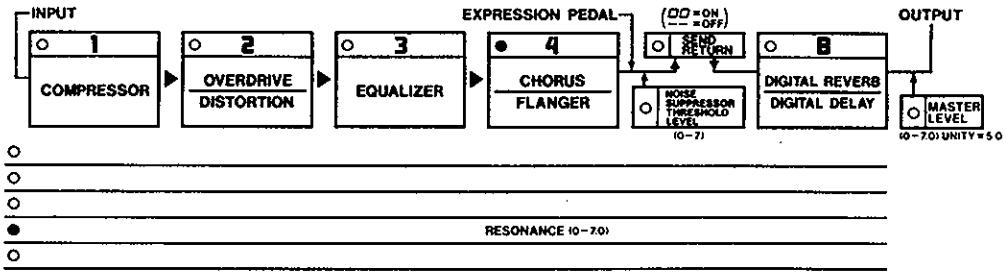


● RESONANCE

=0 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 7.0

(When MODE 2 to 5 are selected :)
This parameter determines the amount of feedback. Higher values increase the amount, emphasizing the characteristic flanger effects.

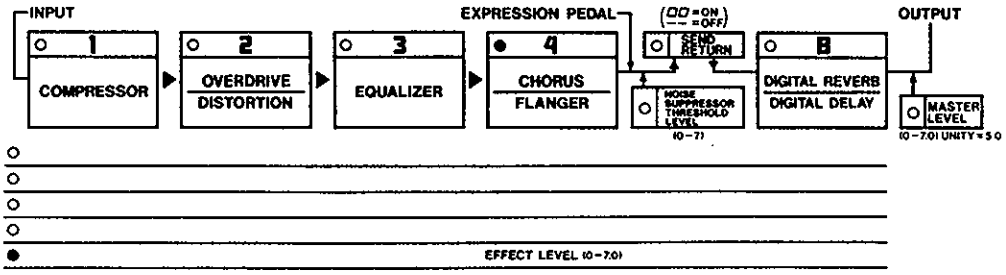
***When MODE 1 (Chorus) is select this parameter is automatically skipped.**



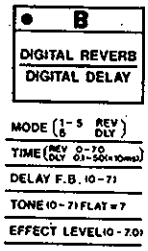
● EFFECT LEVEL

=0 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 7.0

This sets the mixing level of the effect sounds. Higher values increase the level of the effect sound, and at. "7.0", it is equal to the normal sound.



⟨5⟩ DIGITAL REVERB
DIGITAL DELAY



Digital Reverb
This is a high quality, versatile digital reverb incorporating a BOSS original high quality DSP (Digital Signal Processor).

Digital Delay
This features a maximum delay time of 500ms and frequency response up to 15kHz ($\pm\frac{1}{3}$ dB).

● MODE

=1 2 3 4 5 6

This selects a Reverb/Delay Mode.

1 (Room) : A reverb effect simulating a room of 8m square.

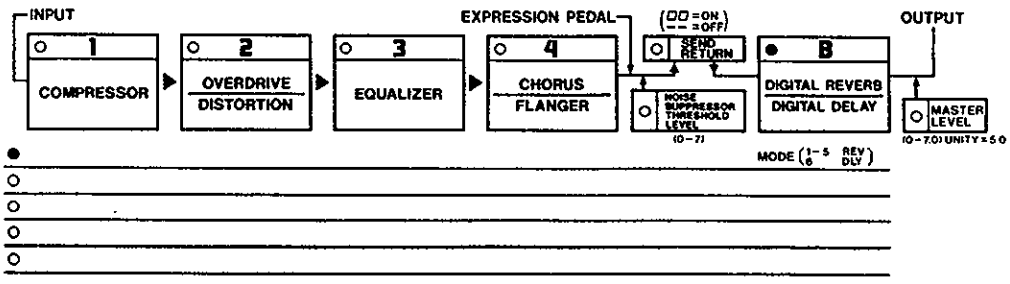
2 (Hall 1) : A reverb effect simulating a hall of 15m square.

3 (Hall 2) : A reverb effect simulating a hall of 30m square.

4 (Plate) : Reverb effect simulating a "Plate" which is used for studio recording. Decay in treble is minimized, therefore bright reverb sounds are created.

5 (Gated) : The reverb sound is cut in the middle, which creates rather unusual effects.

6 (Delay) : Delay effect is obtained.



● TIME

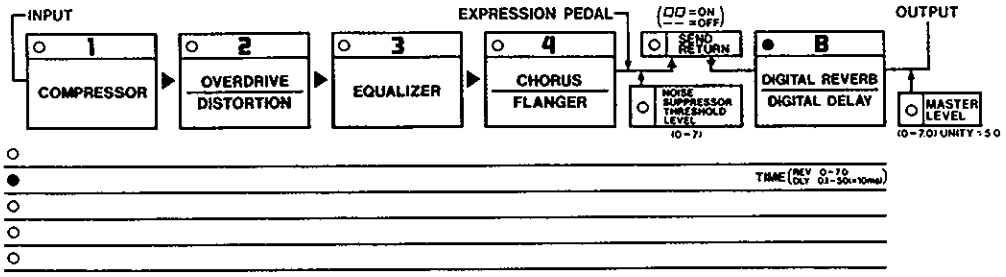
=0 0.5 1.0 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 6.5 7.0 〈REVERB〉
=0.1 .....50 (50 steps) 〈DELAY〉

(When MODE 1 to 4 are selected :)
This parameter sets the reverberation time. Higher values result in longer times.

(When MODE 5 is selected :)
The same parameter sets the gate time. Higher values make longer gate times.

(When MODE 6 is selected :)
The same parameter sets the delay time. Higher values make longer delay times.

***When MODE 6 is selected, the actual time (ms) is ten times higher than the number shown in the Display. (e.g. "0.3"=3ms)**

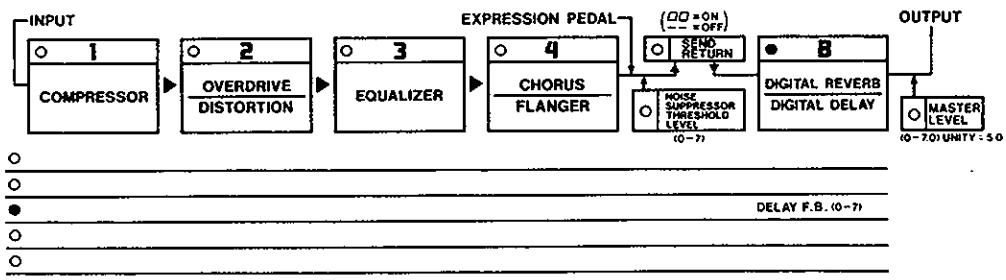


● DELAY F.B.

=0 1 2 3 4 5 6 7

(When MODE 6 is selected :)
This sets the amount of feedback (number of repeats) of delay sound. Higher values increase the number of repeats, making a single delay at "0".

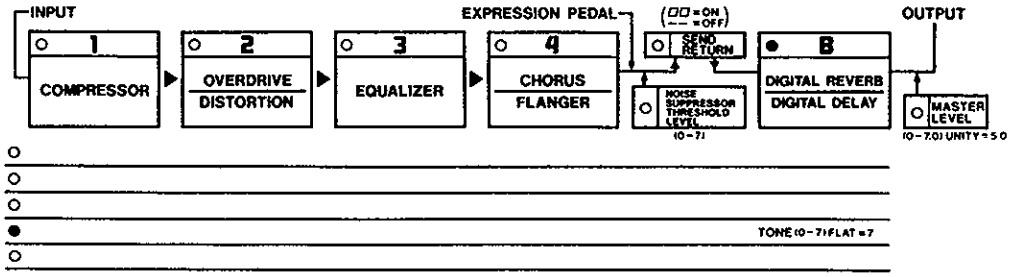
***When Mode 1 to 5 are selected, this parameter is automatically skipped.**



●TONE

=0 1 2 3 4 5 6 7

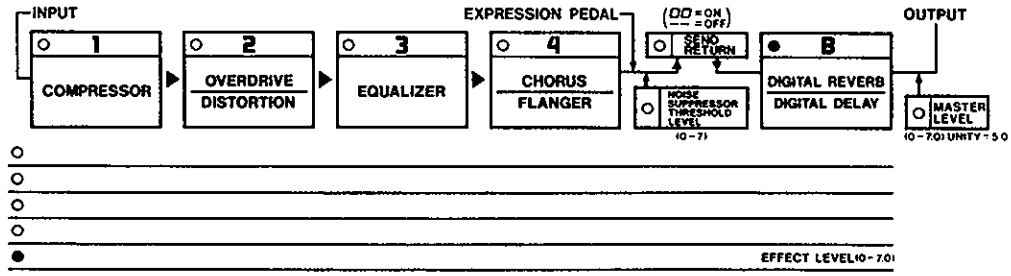
This sets the tone of the effect. At "7", flat characteristic is obtained, and lower values cut higher frequencies.



●EFFECT LEVEL

=0 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 7.0

This sets the mixing level of the direct and effect sounds. Higher values increase the level of the effect sound.



⟨6⟩ OTHER PARAMETERS

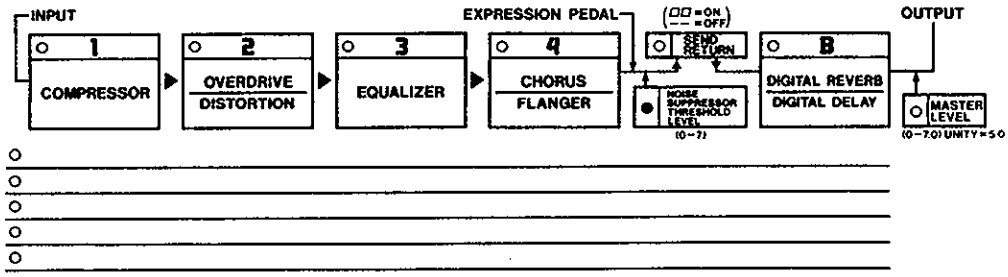
As well as the parameters of each effect, the ME−5 allows you to set the following parameters for each Patch.

＊When any of these parameters is selected, the Parameter Indicators go out.

●NOISE SUPPRESSOR THRESHOLD LEVEL

=0 1 2 3 4 5 6 7

A noise suppressor is an effect that cuts input signal lower than a certain level (=threshold level). In this way, it can remove noises or hum which may occur between the notes you play. Change the threshold level depending on the level of the input signal and noise. When the level of noise is higher, set the threshold level higher.



The ME−5 features high speed VCA and envelope detection circuits that activate an expander when the instrument level becomes lower than the threshold level. Therefore, extremely natural noise reduction effects can be obtained without deterioration of the sound quality or expression.

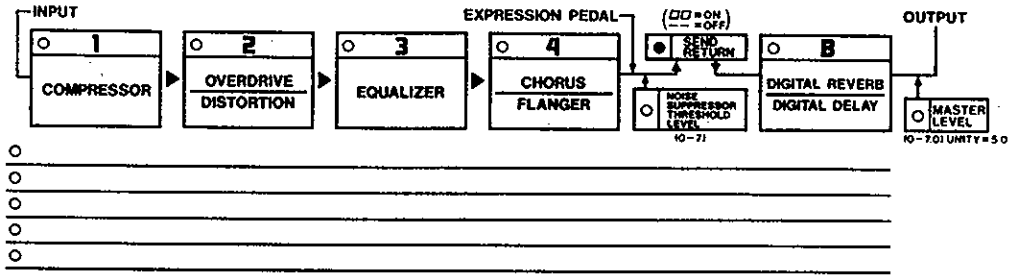
＊The Noise Suppressor is built in between the Chorus/Flanger and the Digital Reverb/Delay (=pre Send/Return).

＊If you play the guitar with the volume turned down and the Threshold Level set high, no sound may be produced because of the Noise Suppressor.

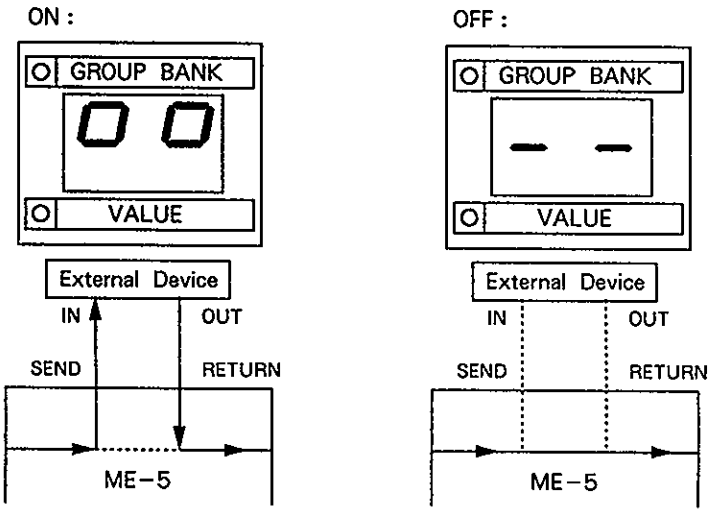
● **SEND/RETURN**

=ON/OFF

This can select whether to process the signal with an external effect device or not. (On/Off of the external device.)



How the signals flow :



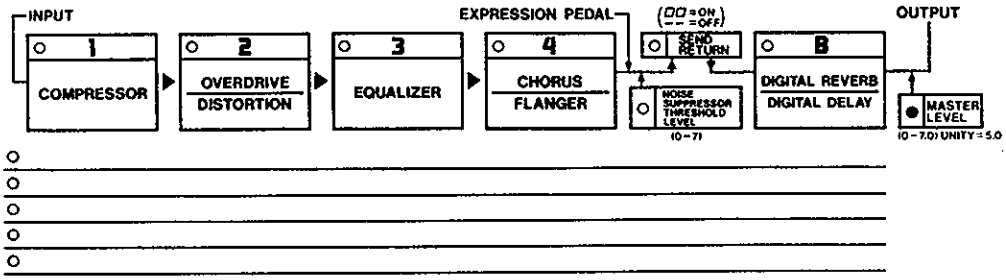
***Be sure to set the external effect device to EFFECT ON.**

***An external effect connected to the Send/Return jacks is located between the Chorus/Flanger and Digital Reverb/Delay (=post Noise Supressor).**

● MASTER LEVEL

=0 0.1 0.2 0.3 ..... 6.8 6.9 7.0 (71 steps)

This sets the output level from the Output Jacks or Headphone Jack. Higher values result in higher output levels. At value "5.0", the output level is equal to the input level.

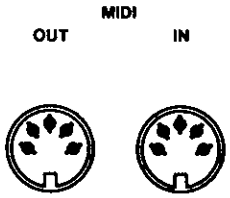


3 MIDI

Before entering this section, please read the supplied "Guide Book for MIDI".

1. MIDI Connectors

The ME−5 has MIDI IN and MIDI OUT connectors.



○MIDI IN Connector

To change Patches on the ME−5 by operating an external MIDI device, such as a MIDI keyboard or MIDI sequencer, connect the MIDI OUT of the external device to the MIDI IN of the ME−5.

***The signal fed into the MIDI IN is not sent through the MIDI OUT.**

○MIDI OUT Connector

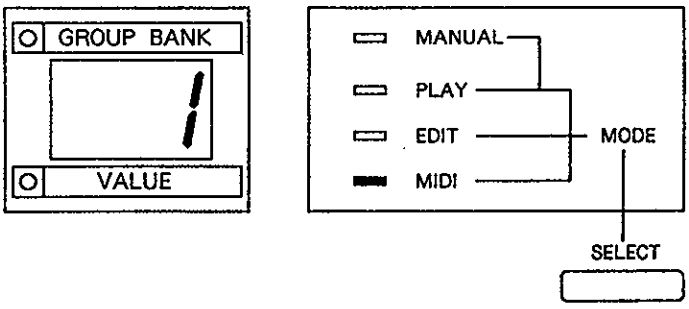
To send Patch selection messages (Program Change messages) to an external MIDI device, connect the MIDI OUT of the ME−5 to the MIDI IN of the external device.

2. MIDI SETTING

a. Setting MIDI Channels <MIDI>

For MIDI communication, the transmit and receive channels should be set to the same number.

When the ME−5 is turned to MIDI Mode using the Mode Selector Button, the Display shows the MIDI channel number currently selected.



***Channel 1 is preprogrammed by the manufacturer.**

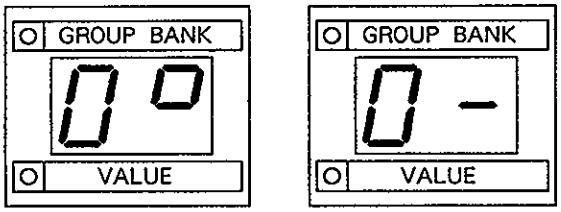
To change channel numbers, push the Value Button until the Display shows the number you want, then press the Write Button. (See the picture on page 46.)

b. Setting OMNI ON/OFF <MIDI>

OMNI ON mode receives the MIDI messages sent on all channels whatever MIDI channel is currently set. (However, transmission is done on a set MIDI channel.)

***OMNI ON is preprogrammed by the manufacturer.**

To change the OMNI ON/OFF setting, make the Display show OMNI ("O" at the left of the Display) using the Parameter Buttons (1 or 4). Then select ON or OFF with the Value Button, and finally push the Write Button. (See the picture on page 46.)



(OMNI ON) (OMNI OFF)

3. DATA TRANSFER

The data written in the ME−5 can be transferred to another ME−5 or to a MIDI sequencer by means of Roland MIDI System Exclusive messages.
Sending data is called Bulk Dump, and reading data is called Bulk Load.

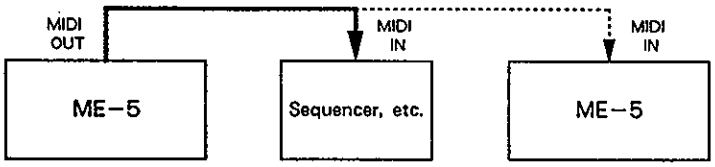
***The ME−5's data is not compatible with the Roland GP−8.**

a. Bulk Dump

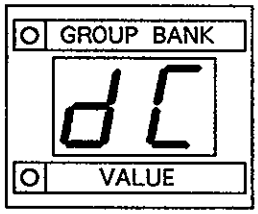
<MIDI>

There are two different Bulk Dumps, CURRENT and ALL. Current transmits the data of the Patch currently selected. All transmits all the 64 Patches.

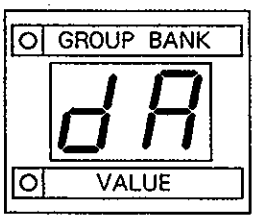
First, set the MIDI channel of the ME−5 to the same number as that of the receive MIDI device.



Next, using the Parameter Buttons 1 and 4, make the Display show the Bulk Dump parameter ("d" at the left of the Display), then select "dC" (Bulk Dumb Current) or "dA" (Bulk Dump All) using the Value Button.



(Bulk Dump Current)



(Bulk Dump All)

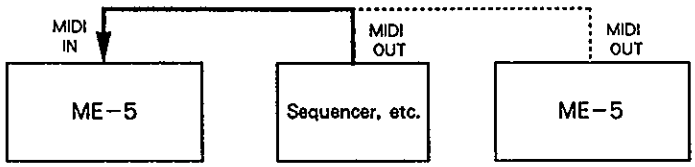
Now, pushing the Write Button will transmit the relevant data (Depending on whether CURRENT or ALL is selected) to the external device. (See the picture on page 46.)

When ALL is selected, "dA" flashes in the Display during transmission.

b. Bulk Load

<MIDI or PLAY>

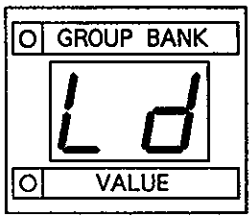
Set up the devices as shown below, then set the MIDI channel of the ME−5 to the same number as that of the transmit MIDI device.



Now, the Patches on the ME−5 are automatically changed by receiving data (Exclusive Message) from the transmit device. ("Current Bulk Load" changes only one Patch.)

***Bulk Load can be executed even in the Play mode.**

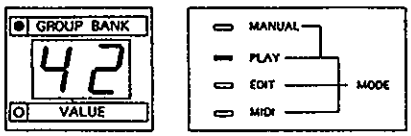
During Bulk loading, the Display shows as below.



(Bulk Load)

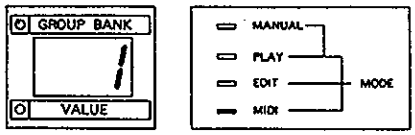
MIDI Operation

PLAY Mode



SELECT Push twice.

MIDI Mode



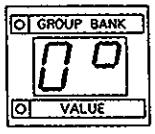
MIDI channel currently selected is displayed.

PARAMETER
1 UP
DOWN
4
(Selecting a MIDI function)

For changing MIDI channels

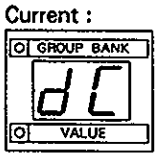
For selecting OMNI ON or OFF

For executing Bulk Dump



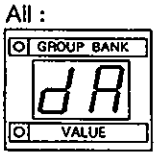
OMNI ON or OFF is displayed.

Current :



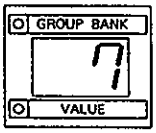
VALUE
UP
DOWN

All :



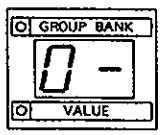
(Select "Current" or "All")

VALUE
UP
DOWN
(Selecting a MIDI channel)



WRITE
(Writing MIDI channel)

VALUE
UP
DOWN
(Selecting OMNI ON/OFF)



WRITE
(Writing OMNI ON/OFF)

[Only the Patch data currently selected is transmitted.]

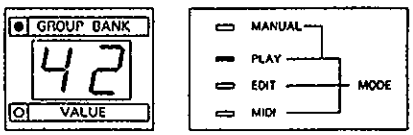
WRITE
(Data transmission starts)

[All the Patches are transmitted.]

WRITE
(Data transmission starts)

While data is being transmitted, the display flashes.

PLAY Mode

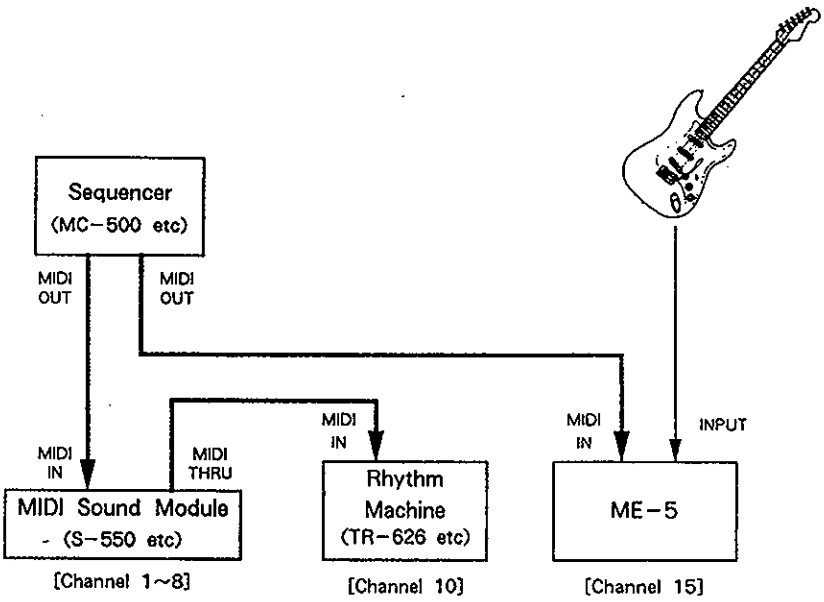


4. PATCH SELECTION WITH MIDI

<PLAY or MIDI>

The Patches on the ME−5 can be externally changed with the Program Change messages sent from the connected MIDI device.

Using this function, for example, before playing you can write a relevant Program Change number at the position where you wish to change Patches (in a song). In this way, the Patches will automatically change without using the pedal switches.

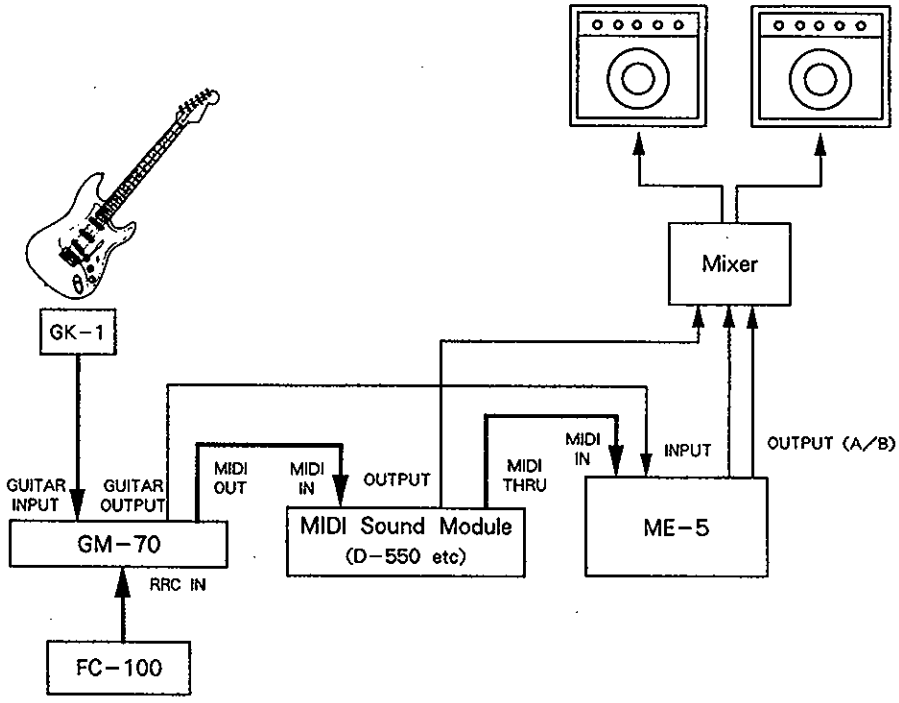


Program Change numbers (Rx) correspond to Patch Numbers (Group/Bank/Number) of the ME−5 as shown below.

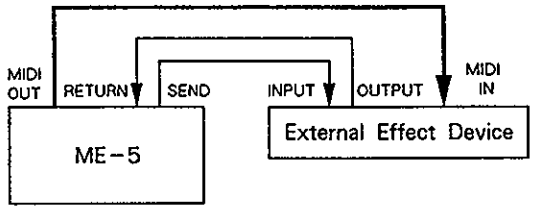
Program Change Number Table (Rx)

Group	Number / Bank	1	2	3	4	Group	Number / Bank	1	2	3	4
1	1	1 65	2 66	3 67	4 68	3	1	33 97	34 98	35 99	36 100
	2	5 69	6 70	7 71	8 72		2	37 101	38 102	39 103	40 104
	3	9 73	10 74	11 75	12 76		3	41 105	42 106	43 107	44 108
	4	13 77	14 78	15 79	16 80		4	45 109	46 110	47 111	48 112
2	1	17 81	18 82	19 83	20 84	4	1	49 113	50 114	51 115	52 116
	2	21 85	22 86	23 87	24 88		2	53 117	54 118	55 119	56 120
	3	25 89	26 90	27 91	28 92		3	57 121	58 122	59 123	60 124
	4	29 93	30 94	31 95	32 96		4	61 125	62 126	63 127	64 128

For using the MIDI Guitar System (=Roland GK−1 + GM−70 + FC −100 + MIDI Sound Module), set them up as shown below, and the Patches on the GM−70, MIDI sound module and ME−5 can be simultaneously changed using the FC−100 (foot controller).



On the contrary, when the Patches on the ME−5 are changed, the corresponding Program Change number (Tx) is sent from the MIDI OUT. This means that if the external effect connected between the Send and Return Jacks features a MIDI IN connector, the effect program (=memory number) of that effect will be simultaneously changed also.



Program Change Number Table (Tx)

Group	Number / Bank	1	2	3	4	Group	Number / Bank	1	2	3	4
1	1	1	2	3	4	3	1	33	34	35	36
	2	5	6	7	8		2	37	38	39	40
	3	9	10	11	12		3	41	42	43	44
	4	13	14	15	16		4	45	46	47	48
2	1	17	18	19	20	4	1	49	50	51	52
	2	21	22	23	24		2	53	54	55	56
	3	25	26	27	28		3	57	58	59	60
	4	29	30	31	32		4	61	62	63	64

***Program Change numbers higher than 65 cannot be transmitted.**

■Factory Preset Table

	NAME	COMPRESSOR				O.D. / DIST			EQUALIZER					CHORUS/FLANGER						N.S.	DIGITAL REVERB/DIGITAL DELAY					
		SUS	ATT	TONE	LEV	MODE	DRV	LEV	HI-L	MI-F	MI-L	LO-L	T-L	MODE	RATE	DEPTH	RES	E.LEV	SEND	T.L.	MODE	D.TIME	D.FB	TONE	E.LEV	M.LEV
1-1-1	Backing 1	—	—	—	—	3	4	3	—	—	—	—	—	1	5.0	3.0	—	7.0	—	2	3	5	—	7	3.0	5.0
1-1-2	Lead 1	4.0	4	-6	5.0	3	4	5	-2	1.0	2	0	-2	1	5.0	3.0	—	7.0	—	2	6	36	2	2	5.0	5.0
1-1-3	Cutting 1	3.0	2	0	5.0	—	—	—	3	2.0	-6	-6	2	1	4.0	4.0	—	7.0	—	2	4	5	—	7	2.0	5.0
1-1-4	Backing 3	3.0	4	0	5.0	1	2	5	0	1.0	0	-2	0	1	5.0	3.0	—	7.0	—	2	6	20	2	7	7.0	5.0
1-2-1	Heavy Metal 2	—	—	—	—	3	6	5	2	1.0	-4	2	0	4	0	0	0	7.0	—	2	1	7	—	7	2.0	5.0
1-2-2	Heavy Metal 1	—	—	—	—	3	6	6	—	—	—	—	—	—	—	—	—	—	—	2	4	5	—	7	3.0	5.0
1-2-3	Lead 2	3.0	4	0	5.0	2	4	5	0	1.0	1	-2	-1	1	4.0	4.0	—	3.0	—	2	6	36	2	2	5.0	5.0
1-2-4	Backing 4	—	—	—	—	1	6	7	0	1.0	2	0	6	—	—	—	—	—	—	2	2	6	—	7	2.0	1.6
1-3-1	Cutting 2	4.0	4	5	5.0	1	1	6	0	2.0	0	-2	-1	—	—	—	—	—	—	2	3	5	—	7	2.0	5.0
1-3-2	Lead 3	4.0	4	0	5.0	1	3	4	0	1.0	2	0	0	—	—	—	—	—	—	2	3	5	—	7	3.0	5.0
1-3-3	Mellow Lead	3.0	4	0	5.0	—	—	—	-2	1.0	0	0	0	1	4.0	4.0	—	3.0	—	2	6	40	2	2	5.0	5.0
1-3-4	Lead 4	4.0	4	0	5.0	2	4	5	4	2.0	-4	-2	1	1	4.0	4.0	—	7.0	—	2	6	34	2	7	4.0	5.0
1-4-1	Backing 2	1.0	7	0	7.0	—	—	—	1	1.0	1	0	6	—	—	—	—	—	—	2	2	4	—	7	3.0	1.8
1-4-2	Fazz	—	—	—	—	3	5	5	6	0.5	-6	-6	1	—	—	—	—	—	—	2	2	5	—	7	2.0	5.0
1-4-3	Tremolo	4.0	0	0	5.0	—	—	—	2	1.0	-2	0	0	3	6.0	7.0	6.0	7.0	—	2	4	6	—	7	4.0	5.0
1-4-4	Jazz	1.0	0	-6	6.0	1	0	7	-6	1.0	0	-4	2	—	—	—	—	—	—	2	3	6	—	7	3.0	5.0
2-1-1	Compressor	4.0	4	0	5.0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
2-1-2	Overdrive 1	—	—	—	—	1	4	5	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
2-1-3	Overdrive 2	—	—	—	—	2	4	5	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
2-1-4	Distortion	—	—	—	—	3	4	5	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
2-2-1	Equalizer 1	—	—	—	—	—	—	—	6	2.0	-6	-6	2	—	—	—	—	—	—	2	—	—	—	—	—	5.0
2-2-2	Equalizer 2	—	—	—	—	—	—	—	-4	1.0	4	-4	-2	—	—	—	—	—	—	2	—	—	—	—	—	5.0
2-2-3	Chorus	—	—	—	—	—	—	—	—	—	—	—	—	1	4.0	4.0	—	7.0	—	2	—	—	—	—	—	5.0
2-2-4	Flanger	—	—	—	—	—	—	—	—	—	—	—	—	5	2.0	6.0	6.0	7.0	—	2	—	—	—	—	—	5.0
2-3-1	Vibrato	—	—	—	—	—	—	—	—	—	—	—	—	4	6.0	7.0	3.0	7.0	—	2	—	—	—	—	—	5.0
2-3-2	Hall Reverb	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	3	6	—	7	4.0	5.0
2-3-3	Plate Reverb	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	4	6	—	7	4.0	5.0
2-3-4	Gated Reverb	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	5	4	—	7	7.0	5.0
2-4-1	Doubling	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	6	4	0	7	7.0	5.0
2-4-2	Short Echo	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	6	10	5	7	7.0	5.0
2-4-3	Long Delay	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	6	50	3	7	6.0	5.0
2-4-4	Bypass	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
3-1-1	Heavy Metal 1	—	—	—	—	3	6	6	—	—	—	—	—	—	—	—	—	—	—	2	4	5	—	7	3.0	5.0
3-1-2	Lead 1	4.0	4	-6	5.0	3	4	5	-2	1.0	2	0	-2	1	5.0	3.0	—	7.0	—	2	6	36	2	2	5.0	5.0
3-1-3	Mellow Lead	3.0	4	0	5.0	—	—	—	-2	1.0	0	0	0	1	4.0	4.0	—	3.0	—	2	6	40	2	2	5.0	5.0
3-1-4	Fazz	—	—	—	—	3	5	5	6	0.5	-6	-6	1	—	—	—	—	—	—	2	2	5	—	7	2.0	5.0
3-2-1	Lead 2	3.0	4	0	5.0	2	4	5	0	1.0	1	-2	-1	1	4.0	4.0	—	3.0	—	2	6	36	2	2	5.0	5.0
3-2-2	Lead 3	4.0	4	0	5.0	1	3	4	0	1.0	2	0	0	—	—	—	—	—	—	2	3	5	—	7	3.0	5.0
3-2-3	Lead 4	4.0	4	0	5.0	2	4	5	4	2.0	-4	-2	1	1	4.0	4.0	—	7.0	—	2	6	34	2	7	4.0	5.0
3-2-4	Jazz	1.0	0	-6	6.0	1	0	7	-6	1.0	0	-4	2	—	—	—	—	—	—	2	3	6	—	7	3.0	5.0
3-3-1	Backing 1	—	—	—	—	3	4	3	—	—	—	—	—	1	5.0	3.0	—	7.0	—	2	3	5	—	7	3.0	5.0
3-3-2	Heavy Metal 2	—	—	—	—	3	6	5	2	1.0	-4	2	0	4	0	0	0	7.0	—	2	1	7	—	7	2.0	5.0
3-3-3	Backing 2	1.0	7	0	7.0	—	—	—	1	1.0	1	0	6	—	—	—	—	—	—	2	2	4	—	7	3.0	1.8
3-3-4	Tremolo	4.0	0	0	5.0	—	—	—	2	1.0	-2	0	0	3	6.0	7.0	6.0	7.0	—	2	4	6	—	7	4.0	5.0
3-4-1	Backing 3	3.0	4	0	5.0	1	2	5	0	1.0	0	-2	0	1	5.0	3.0	—	7.0	—	2	6	20	2	7	7.0	5.0
3-4-2	Backing 4	—	—	—	—	1	6	7	0	1.0	2	0	6	—	—	—	—	—	—	2	2	6	—	7	2.0	1.6
3-4-3	Cutting 1	3.0	2	0	5.0	—	—	—	3	2.0	-6	-6	2	1	4.0	4.0	—	7.0	—	2	4	5	—	7	2.0	5.0
3-4-4	Cutting 2	4.0	4	5	5.0	1	1	6	0	2.0	0	-2	-1	—	—	—	—	—	—	2	3	5	—	7	2.0	5.0
4-1-1	Compressor	4.0	4	0	5.0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
4-1-2	Overdrive 1	—	—	—	—	1	4	5	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
4-1-3	Overdrive 2	—	—	—	—	2	4	5	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
4-1-4	Distortion	—	—	—	—	3	4	5	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0
4-2-1	Equalizer 1	—	—	—	—	—	—	—	6	2.0	-6	-6	2	—	—	—	—	—	—	2	—	—	—	—	—	5.0
4-2-2	Equalizer 2	—	—	—	—	—	—	—	-4	1.0	4	-4	-2	—	—	—	—	—	—	2	—	—	—	—	—	5.0
4-2-3	Chorus	—	—	—	—	—	—	—	—	—	—	—	—	1	4.0	4.0	—	7.0	—	2	—	—	—	—	—	5.0
4-2-4	Flanger	—	—	—	—	—	—	—	—	—	—	—	—	5	2.0	6.0	6.0	7.0	—	2	—	—	—	—	—	5.0
4-3-1	Vibrato	—	—	—	—	—	—	—	—	—	—	—	—	4	6.0	7.0	3.0	7.0	—	2	—	—	—	—	—	5.0
4-3-2	Hall Reverb	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	3	6	—	7	4.0	5.0
4-3-3	Plate Reverb	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	4	6	—	7	4.0	5.0
4-3-4	Gated Reverb	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	5	4	—	7	7.0	5.0
4-4-1	Doubling	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	6	4	0	7	7.0	5.0
4-4-2	Short Echo	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	6	10	5	7	7.0	5.0
4-4-3	Long Delay	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	6	50	3	7	6.0	5.0
4-4-4	Bypass	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—	—	5.0

■ Advice on how to use the ME−5

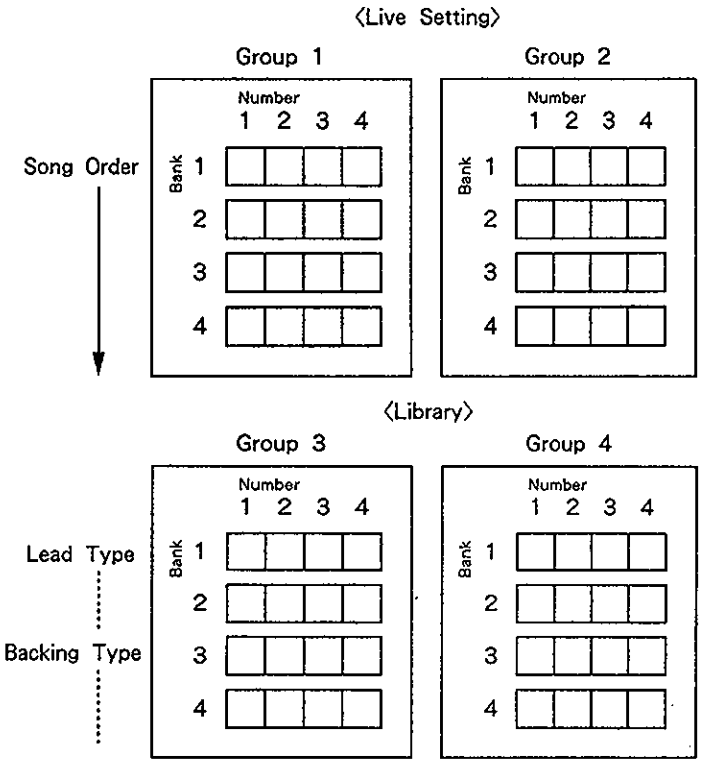
How to store the effect programs

The ME−5 can store up to 64 different effect programs, and any of them can be instantaneously called by using a foot pedal even during live performance. It may be a good idea to arrange these effect programs as follows.

[e.g.] **Collect all the effects used for live performance in Group 1/2, and the effects for soundlibrary in Group 3/4.**

◎In a Bank of Group 1/2, you may collect four different effects which are to be used in a song.

◎In Group 3/4, you may store the original effects you have made, and copy the one you want to use to Group 1/2. In Group 3/4, you may also collect the same type of sounds (lead type, backing type, etc.) in one Bank.



Setting Examples

The following are four typical examples for creating effects with the ME-5.

● Heavy Metal Backing (1-2-1 "Heavy Metal 2")

This effect is ideal for heavy metal backing. Both higher and lower frequencies should be boosted. Boosting the lower frequencies makes sound more powerful, and boosting the higher frequencies makes it more metalic. By cutting the middle frequency (1 kHz), the created sound becomes easier to be used for ensemble, no longer interrupting the vocal or other instruments.

● Cutting (1-1-3 "Cutting 1")

This is a cutting sound which makes the best combination with a half tone of a single coil. The knack is cutting the middle frequency (2kHz) in the Equalizer.

● Rock Backing (1-4-1 "Backing 2")

This gives a wild distortion, and therefore may be most effectively used for Rock music. The key point is to use the Equalizer for distorting the sound instead of the Overdrive/Distortion.

● Rock Lead (1-1-2 "Lead 1")

This is ideal for a melodious guitar solo. Avoid setting the Drive parameter in the Distortion too high and try to make a long sustain with the Compressor. Then, cut higher frequencies with the Tone parameter in the Compressor to supress the picking noise.

■ SPECIFICATIONS

Memory Capacity : 64 Patches

Controls :
- **①Compressor**
- Sustain
- Attack
- Tone
- Level
- **②Overdrive/Distortion**
- Mode
- Drive
- Level
- **③Equalizer**
- High Level
- Middle Frequency
- Middle Level
- Low Level
- Total Level
- **④Chorus/Flanger**
- Mode
- Rate
- Depth
- Resonance
- Effect Level
- **⑤Digital Reverb/Delay**
- Mode
- Time
- Delay Feedback
- Tone
- Effect Level
- **⑥Other Parameters**
- Send/Return (ON/OFF)
- Noise Suppressor Threshold Level
- Master Level

Switches :
- Parameter ×4
- Value ×2
- Mode Selector
- Write
- Number Pedal ×4
- Bank Pedal

Display :
- Group, Bank/Value

Indicators :
- Effect ×8
- Parameter ×5
- Patch
- Value
- Mode ×4
- Number ×5

Jacks and Connectors :
- Input
- Output A (Monaural)
- Output B
- Tuner Out
- Headphone
- Return
- Send
- Expression In
- Manual
- Group Shift
- MIDI IN
- MIDI OUT

Electrical Characteristics :

● Input
Input Level : −20dBm
Input Impedance : 1M Ω

● Output
Output Level (Master Level =5.0) : −20dBm
Output Impedance : 2k Ω
Output Load Impedance : Over 10k Ω

● Effect Send
Output Level (Rated) : −20dBm
Output Load Impedance : Over 10k Ω

● Effect Return
Input Level (Rated) : −20dBm
Input Impedance : 47k Ω

● Equalizer
High Level : ±15dBm (10kHz)
Middle Level : ±15dBm (0.5/1.0/2.0kHz)
Low Level : ±15dBm (100Hz)

● **Digital Delay**
16bit D/A
Delay Time : 1 to 500ms
Frequency Response :
30Hz to 15kHz ($\pm\frac{1}{3}$ dB)

● **Consumption**
12W

Dimensions :
350 (W) ×66 (H) ×212 (D) mm
13−3/4"×2−5/8"×8−3/16"
(including rubber feet)

Weight :
3.0kg /6 lb 10 oz

Accessories :
Owner's Manual
Operation Table
Factory Preset Table
Guide Book for MIDI
Pedal Sticker

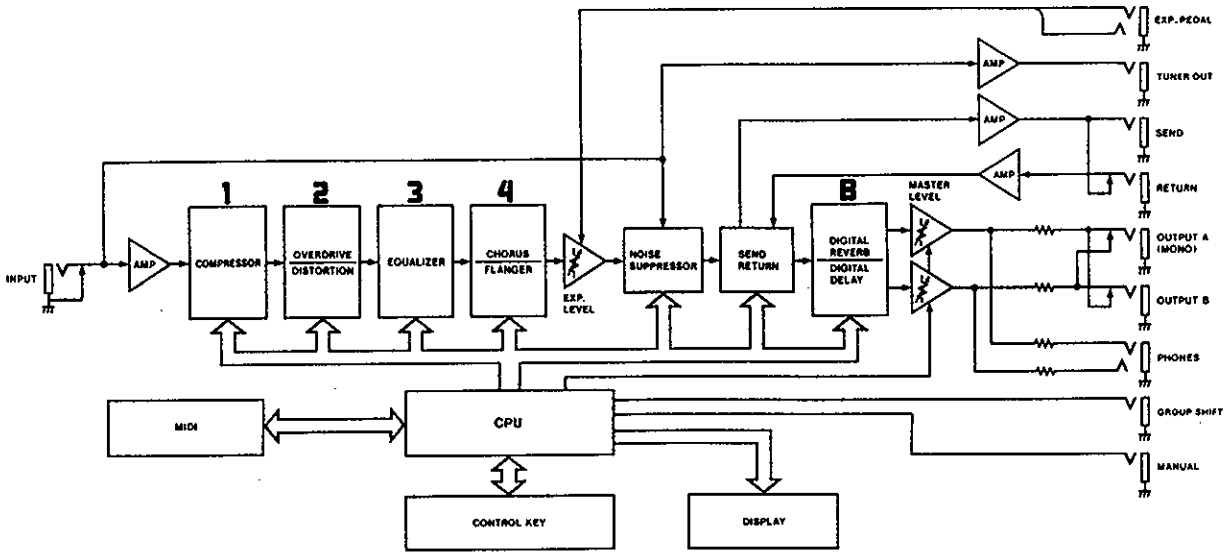
Option :
Expression Pedal : EV−5, EV−10
Footswitch : FS−5U, DP−2

■SETTING MEMO

	GROUP								
	BANK								
	NUMBER								
1. COMPRESSOR	SUSTAIN								
	ATTACK								
	TONE								
	LEVEL								
2. OVERDRIVE /DISTORTION	MODE (1・2……O. D. / 3……DIST)								
	DRIVE								
	LEVEL								
3. EQUALIZER	HI-LEVEL								
	MID-FREQ								
	MID-LEVEL								
	LO-LEVEL								
	TOTAL LEVEL								
4. CHORUS/FLANGER	MODE (1……CHO / 2-5……FLG)								
	RATE								
	DEPTH								
	RESONANCE								
	EFFECT LEVEL								
NOISE SUPPRESSOR	THRESHOLD LEVEL								
	SEND/RETURN								
5. DIGITAL REVERB /DIGITAL DELAY	MODE (1-5……REV / 6……DLY)								
	TIME								
	DELAY F.B.								
	TONE								
	EFFECT LEVEL								
	MASTER LEVEL								

	GROUP								
	BANK								
	NUMBER								
1. COMPRESSOR	SUSTAIN								
	ATTACK								
	TONE								
	LEVEL								
2. OVERDRIVE /DISTORTION	MODE (1・2……O. D. 3……DIST)								
	DRIVE								
	LEVEL								
3. EQUALIZER	HI-LEVEL								
	MID-FREQ								
	MID-LEVEL								
	LO-LEVEL								
	TOTAL LEVEL								
4. CHORUS/FLANGER	MODE (1……CHO 2-6……FLG)								
	RATE								
	DEPTH								
	RESONANCE								
	EFFECT LEVEL								
NOISE SUPPRESSOR	THRESHOLD LEVEL								
	SEND/RETURN								
5. DIGITAL REVERB /DIGITAL DELAY	MODE (1-5……REV 6……DLY)								
	TIME								
	DELAY F.B.								
	TONE								
	EFFECT LEVEL								
	MASTER LEVEL								

■ BLOCK DIAGRAM



GUITAR MULTIPLE EFFECTS
MODEL ME-5

MIDI Implementation Chart

Date : Dec. 22. 1987
Version : 1.00

Function...		Transmitted	Recognized	Remarks
Basic	Default	1-16	1-16	memorized
Channel	Changed	1-16	1-16	*1
Mode	Default	×	OMNI ON/OFF	memorized
	Messages	×	×	
	Altered	*********	×	
Note Number		×	×	
	True Voice	*********	×	
Velocity	Note ON	×	×	
	Note OFF	×	×	
After Touch	Key's	×	×	
	Ch's	×	×	
Pitch Bender		×	×	
Control Change		×	×	
Prog Change		○ (0-63)	○ (0-127)	
	True #	*********	0-63	
System Exclusive		○	○	*2
System Common	Song Pos	×	×	
	Song Sel	×	×	
	Tune	×	×	
System Real Time	Clock	×	×	
	Commands	×	×	
Aux Message	Local ON/OFF	×	×	
	All Notes OFF	×	×	
	Active Sense	×	×	
	Reset	×	×	
Notes		*1 The Basic Channel is common for both transmit and receive. It is not possible to set different Basic Channels. *2 Bulk Dump/Bulk Load (Roland "One Way" Format)		

Mode 1 : OMNI ON, POLY
Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY
Mode 4 : OMNI OFF, MONO

○ : Yes
× : No

GUITAR MULTIPLE EFFECTS
MODEL ME-5

MIDI Implementation

Date : Dec. 22. 1987
Version : 1.00

1. TRANSMITTED DATA

■ PROGRAM CHANGE

STATUS	SECOND
CnH	kkH

n=TRANSMIT CHANNEL : 0H-FH (1-16)
kk=PROGRAM NUMBER : 00H-3FH (1-64)

Transmit and receive channels cannot be set to different ones.

■ SYSTEM EXCLUSIVE

STATUS
F0H : SYSTEM EXCLUSIVE
F7H : EOX (End of Exclusive)

2. RECOGNIZED RECEIVE DATA

■ PROGRAM CHANGE

STATUS	SECOND
CnH	kkH

n=RECEIVE CHANNEL : 0H-FH (1-16)
kk=PROGRAM NUMBER : 00H-7FH (1-128)

PROGRAM NUMBER : 40H-7FH (65-128) →00H-3FH (1-64)

Transmit and receive channels cannot be set to different ones.

■ SYSTEM EXCLUSIVE

STATUS
F0H : SYSTEM EXCLUSIVE
F7H : EOX (End of Exclusive)

3. EXCLUSIVE COMMUNICATION

Model-ID of ME-5 is 1FH.
Device-ID is the basic channel -1.

■ ONE WAY COMMUNICATION

Request RQ1 11H

When the RQ1 received contains a start address listed in Parameter Base address, and address size is 1 or more, ME-5 sends the corresponding data.

Byte	Description
F0H	Exclusive status
41H	Roland-ID
DEV	Device-ID
1FH	Model-ID (ME-5)
11H	Command-ID (RQ1)
aaH	Address (MSB)
bbH	Address (LSB)
ssH	Size (MSB)
ssH	Size (LSB)
sum	Check sum
F7H	EOX (End of Exclusive)

Data set DT1 12H

When "WRITE" button is pressed in BULK DUMP (ALL or CURRENT) mode, ME-5 sends this message.

ME-5 sends this message upon receiving RQ1.

Data of one parameter is sent at one time.
Check sum is not recognized.

Byte	Description
F0H	Exclusive status
41H	Roland-ID
DEV	Device-ID
1FH	Model-ID (ME-5)
12H	Command-ID (DT1)
aaH	Address (MSB)
bbH	Address (LSB)
ddH	Data dd=00H-7FH
:	:
ddH	Data
sum	Check sum
F7H	EOX (End of Exclusive)

4. Address mapping of parameters

Addresses are shown in Hexa-decimal, while numbers are given in 7 bits.

Address	MSB	LSB
binary	0aaa aaaa	0bbb bbbb
7 bit Hex	AA	BB

The actual address of a parameter in a block is the sum of the start address of each block and one or more offset address.

■ Parameter base address

Start address	Description
00 00	Temporary parameters
10 00	Memory parameter 1 GROUP 1 BANK 1 NUMBER 1
10 20	Memory parameter 2 GROUP 1 BANK 1 NUMBER 2
10 40 : : :	Memory parameter (3-63)
1F 60	Memory parameter 64 GROUP 4 BANK 4 NUMBER 4

Notes :
ADDRESS
000mggbb 0nnppppp
m : 0=Temporary parameter
1=Memory prameter
gg : Memory Group
bb : Memory Bank
nn : Memory Number
ppppp : Parameter Number (0-19H)

■ Parameter offset address

Offset address		Description			
0	000a aaaa	EFFECT ON/OFF			
		*BIT0→COMPRESSOR			(0=OFF, 1=ON)
		*BIT1→OVERDRIVE/DISTORTION			(0=OFF, 1=ON)
		*BIT2→EQUALIZER			(0=OFF, 1=ON)
		*BIT3→CHORUS/FLANGER			(0=OFF, 1=ON)
		*BIT4→REVERB/DELAY			(0=OFF, 1=ON)
COMPRESSOR					
1	0000 aaaa	SUSTAIN	(0-12)	: 0-7.0	13 steps
2	0000 aaaa	ATTACK	(0- 7)	: 0-7	8 steps
3	0000 aaaa	TONE	(0-12)	: -6 - 6	13 steps
4	0000 aaaa	LEVEL	(0-12)	: 0-7.0	13 steps
OVERDRIVE/DISTORTION					
5	0000 00aa	MODE	(0- 2)	: 1-3	3 steps
6	0000 aaaa	DRIVE	(0- 7)	: 0-7	8 steps
7	0000 aaaa	LEVEL	(0- 7)	: 0-7	8 steps
EQUALIZER					
8	0000 aaaa	HI-LEVEL	(0-12)	: -6 - 6	13 steps
9	0000 aaaa	MID-FREQ	(0- 2)	: 0.5,1.0,2.0	3 steps
A	0000 aaaa	MID-LEVEL	(0-12)	: -6 - 6	13 steps
B	0000 aaaa	LO-LEVEL	(0-12)	: -6 - 6	13 steps
C	0000 aaaa	TOTAL LEVEL	(0-12)	: -6 - 6	13 steps
CHORUS/FLANGER					
D	0000 00aa	MODE	(0- 4)	: 1-5	5 steps
E	0aaa aaaa	RATE	(0-70)	: 0-7.0	71 steps
F	0000 aaaa	DEPTH	(0-12)	: 0-7.0	13 steps
10	0000 aaaa	RESONANCE	(0-12)	: 0-7.0	13 steps
11	0000 aaaa	EFFECT LEVEL	(0-12)	: 0-7.0	13 steps

NOISE SUPPRESSOR

12	0000 aaaa	THRESHOLD	(0– 7) : 0--7	8 steps

SEND/RETURN

13	0000 000a	SEND/RETURN	(0=OFF, 1=ON)	

REVERB/DELAY

14	0000 0aaa	MODE	(0– 5) : 1–6 *1–5 : REVERB 6 : DELAY	6 steps
15	00aa aaaa	TIME	REVERB MODE (0–15) : 1–16 DELAY MODE (0–49) : 0.1–50	16 steps 50 steps
16	0000 aaaa	DELAY F.B.	(0– 7) : 0--7	8 steps
17	0000 aaaa	TONE	(0– 7) : 0–7	8 steps
18	0000 aaaa	EFFECT LEVEL	(0–12) : 0--7.0	13 steps

MASTER LEVEL

19	0aaa aaaa	MASTER LEVEL	(0--70) : 0--7.0	71 steps

BOSS